CONESTOGA
MON-VALLEY
STEEL CITY

FIRST DRAFT

2013

CAMP TWIN ECHO
FEBRUARY 8-10

KLONDIKE DERBY WELCOME

BRING YOUR OWN SLED, CABIN DRAWING AND WEBLOS PROGRAM BACK BY POPULAR DEMAND! This patrol competition of Scout skills, individual knowledge, teamwork, and ingenuity, challenges your Scouts to combine their abilities to accomplish various activities. Patrols will compete in a round robin style schedule and will have to work together to score gold! They make out their own plan that will maximize their group's strengths. All of the stations are designed to be challenging and fun. Some are simple Scout skills that are combined to provide a twist It is all designed to get your patrols functioning (and competing) and again having fun. Adults who accompany their units to the event are encouraged to participate as Station Leaders. Please contact Bill Strauser at 412-466-6501 to sign up to help at one of the activity stations The Klondike is again being held at Camp Twin Echo just outside Ligonier on February 8-10. It's a great venue***! Packet available online after October Roundtables***

SATURDAY LUNCH WILL BE PROVIDED AND PREPARED BY KINGS RESTAURANT !!

Dear Scouter,

The Area 1 Activities Committee challenges you and your unit to compete in the 2013 KLONDIKE DERBY. This one-day event is one of the Area's most popular activities, held annually for years and years. This program is designed to give Scout Patrols and Webelos Dens the chance to compete and work together as a team to solve problems and work out team-oriented solutions, while having a blast in the Artic cold. Patrols will be challenged with leadership, skills, and teamwork to score points in the day's scouting competition. We must remind all that this event is for registered Webelos and Boy Scouts only and siblings are not to be included. This year the Klondike Derby will take place on Saturday, February 9th 2013 from 8:00AM to roughly 2PM at Camp Twin Echo Ribbons will be awarded to the top Patrols and Dens as well as Prizes and Scout Equipment for best overall scores.

REGISTRATION:

The cost of this event is $10.00 per participant and $5.00 per adult. This includes the program materials, event patch, awards, coffee, and hot chocolate. This allows the area time to determine awards, how much food, supplies, etc. to purchase. Registration must include the registration form (included in this packet), with the names of all patrol/den members attending and payment of all fees. Meal tickets will be issued for each registered individual. Scouts and Leaders must have a meal ticket to be served lunch. Registration begins immediately. **Registration Deadline: DECEMBER 20th.** The Area 1 Activities Committee hopes to see you and your patrols down at Camp Twin Echo for the 2013 KLONDIKE DERBY! This program is designed to be lots of fun, so bring your sleds and snowballs down to compete in the biggest scouting competition of the winter.

In Scouting,

Bill Strauser (412)-616-0120. Klondike Derby 2013
Randy Hillard (412) 965-3384. Activities Chair
Dan Lindh (724)699-3619

PROGRAM INFORMATION

SLED SPECIFICATIONS:

1. ANY SLED THAT CAN BE PULLED USING THE "TOWING BRIDLE" DESCRIBED IN THE DESIGNS.
2. MUST HAVE PATROL EQUIPMENT LISTED BELOW, TRANSPORTED ON SLED.
3. UNITS WISHING TO CONSTRUCT A SLED MAY USE THE DESIGN ON THE FOLLOWING PAGE OR CONSULT ANOTHER VARIATION.
4. SLED CANNOT HAVE WHEELS.

SPECIAL NOTE!

WEBELOS WILL BE ALLOWED TO HAVE ADULTS WITH THEM DURING COMPETITION. HOWEVER, BOY SCOUT PATROLS WILL NOT BE PERMITTED TO BE ACCOMPANIED BY AN ADULT. SUPERVISION AT STATIONS WILL BE PRESENT. PATROLS MUST FUNCTION UNDER THE GUIDANCE OF THEIR ***PATROL LEADERS*** AND ASSISTANT PATROL LEADERS. IN ADDITION, NO LESS THAN 2 ADULTS PER PATROL SHOULD BE DESIGNATED (OR VOLUNTEER) TO HELP AT THE STATIONS.

PATROL EQUIPMENT LIST: WILL BE CHECKED FOR POINTS!!

- PATROL FLAG WITH UNIT NUMBER AND PATROL NAME
- FIRST AID KIT* CHECKLIST IN SCOUT HANDBOOK, POINTS DEDUCTED FOR INCOMPLETE CONTENTS.
- BOY SCOUT HANDBOOK
- COMPASS
- BLANKET
- GROUNDCLOTH
- EXTRA ROPE
- MATERIALS TO CONSTRUCT THE STRETCHER (PRACTICE BEFORE)
- 2 POLES BLANKET OR CANVAS OR ?

PATROLS: PRACTICE YOUR KNOTS & KNOW YOUR FIRST-AID (HANDBOOK) PRACTICE THE EVENTS!!

EVENT COMPETITION & AWARDS:

THERE ARE PRIZES FOR FIRST, SECOND, AND THIRD PLACE OVERALL SCORES. WEBELOS WILL BE SCORED AND AWARDED SEPARATELY FROM THE BOY SCOUT PATROLS.

*LUNCH AFTER THE DAYS EVENTS WILL BE CATERED COURTESY OF KING'S RESTAURANT

STATION LINE UP

STATION 1

ACTIVITY: MAIL PICK-UP
LOCATION: SKAGWAY (ON THE PACIFIC COAST, GATEWAY TO THE GOLD FIELDS OF THE YUKON).
PROBLEM: YOUR TEAM HAS TO STOP AT SKAGWAY TO PICK UP MAIL FROM THE STATES. YOUR FINAL DESTINATION WILL BE DAWSON CITY, WHICH IS WHERE THE YUKON AND THE KLONDIKE RIVER MEET. YOU ARE RUNNING BEHIND SCHEDULE; THEREFORE, THE MAILBAGS MUST BE PICKED UP ON THE RUN.
SOLUTION: WHILE YOUR TEAM PULLS YOUR SLED THROUGH A COURSE, THE DRIVER, USING A POLE, MUST PICK UP THE HANGING MAILBAGS.
SCORING: POINTS WILL BE AWARDED BASED ON HOW MANY MAILBAGS YOU CAN PICK UP AND THE TIME IT TAKES YOU TO GO THROUGH THE COURSE.

STATION 2

ACTIVITY: BIG FOOT ATTACK
LOCATION: WHITEHORSE (ON THE TRAIL TO WHITE PASS OVER THE WHITEHORSE MOUNTAIN).
PROBLEM: YOUR PATROL IS ON THEIR WAY TO WHITEHORSE. WHILE MOVING DOWN THE TRAIL THEY NOTICE THAT THEY ARE BEING TRAILED BY A PACK OF WOLVES. THE WOLVES ARE CLOSING IN.
SOLUTION: EACH PATROL IS GIVEN 5 TOMAHAWKS TO THROW AT A TARGET.
SCORING: POINTS WILL BE AWARDED BASED ON HOW MANY TOMAHAWKS ARE THROWN THRU THE TARGET HOOPS, AND THE TIME IT TAKES TO RUN THE COURSE.

STATION 3

ACTIVITY: COMPASS
LOCATION: KODIAK ISLAND
PROBLEM: YOUR PATROL WAS KNOCKED OFF OF THE TRAIL BY THE WOLF PACK ATTACK AND HAS NOW LOST ITS BEARINGS IN THE FORESTS OF KODIAK ISLAND, HOME OF THE KODIAK BEAR.
SOLUTION: WITH THE COMPASS IN YOUR SLED SATCHEL, ORIENT THROUGH THE COURSE TO THE FINISH WITH YOUR KNOWLEDGE OF ORIENTEERING. COORDINATES WILL BE GIVEN.
SCORING: THIS IS A TIMED EVENT. 2 SCOUTS MUST SUCCESSFULLY ORIENTEER THROUGH THE COURSE TO THE FINISH LINE USING THEIR COMPASS.

STATION 4

ACTIVITY: SNOW BLIND
PROBLEM: YOUR PATROL IS CAUGHT IN A BLINDING SNOW STORM AND ONE OF YOUR CREWMEN IS INJURED. EACH PATROL MUST CROSS THE NARROW WINDING PATH THROUGH THE MOUNTAIN CARRYING THE INJURED ON A STRETCHER.
SOLUTION: 5 SCOUTS. EACH PATROL MEMBER IS BLINDFOLDED EXCEPT FOR THE INJURED WHO IS CALLING OUT DIRECTIONS. THE BLINDFOLDED MEMBERS ARE ALL CARRYING THE STRETCHER THROUGH THE COURSE.
WEBELOS: EACH PATROL MEMBER IS BLINDFOLDED. THE LAST MEMBER OF YOUR PATROL MUST STAND AT THE END OF THE COURSE AND TALK THE BLIND SCOUT THROUGH THE MAZE. ONCE EACH PATROL MEMBER REACHES THE END OF THE MAZE THE NEXT PATROL MEMBER CAN START THE COURSE. THE BLINDFOLDS MUST BE RETURNED TO THE STARTING LINE.
SCORING: THIS IS A TIMED EVENT. 3 SECONDS WILL BE ADDED TO YOUR SCORE EACH TIME A PATROL MEMBER'S FOOT TOUCHES OR GOES OVER THE LINE.

STATION 5

ACTIVITY: CROSS COUNTRY SKI WALK
LOCATION: CHILKOOT PASS TRAIL
PROBLEM: YOUR PATROL HAS REACHED CHILKOOT PASS TRAIL AND BECAUSE OF THE DEEP SNOW YOU MUST CROSS COUNTRY SKI WALK YOUR BACKPACK OF FOOD SUPPLIES FOR THE MINERS INTO THE YUKON.
SOLUTION: EACH PATROL MUST WALK AS A TEAM ON TWO SKI'S FOR A PREDETERMINED DISTANCE WITH A PACK OF FOOD SUPPLIES (ONE SCOUT WILL HAVE TO CARRY A HIKING SACK). .
SCORING: THIS IS A TIMED EVENT.

STATION 6
ACTIVITY: RESCUE FROM FROZEN LAKE
LOCATION: LAKE LABARGE
PROBLEM: YOUR PATROL IS CONTINUING ON THEIR WAY TO DAWSON CITY. WHILE CROSSING FROZEN LAKE LABARGE, ONE OF YOUR PATROL FALLS THROUGH THE ICE. YOU MUST RESCUE HIM.
SOLUTION: THE AREA OF RESCUE IS A SQUARE, IT IS 10' BY 10'. EACH MEMBER OF THE PATROL WILL BE GIVEN ONE END OF A ROPE. THERE WILL BE AN 'S' HOOK AT THE CENTER OF ALL THE ROPES. IT WILL BE UP TO THE PATROL TO RETREIVE A COFFEE CAN OUT OF THE CENTER OF THE LAKE TO MAKE THE RESCUE.
SCORING: THIS IS A TIMED EVENT.

STATION 7
ACTIVITY: SLED PORTAGE
LOCATION: WHITE PASS (THE FIRST BIG OBSTACLE TO THE PROSPECTORS WAS WHITEHORSE MOUNTAIN WHICH COULD ONLY BE CROSSED AT WHITE PASS).
PROBLEM: YOUR PATROL HAS REACHED WHITE HORSE MOUNTAIN. YOUR PATROL MUST PULL YOUR SLED UP THE MOUNTAIN TO THE PASS AT THE TOP. DUE TO AN AVALANCHE YOUR PATROL MUST THROW A SAFETY LINE ACROSS THE PASS TO INSURE YOUR SAFE PASSAGE.
SOLUTION: YOUR PATROL MUST USE THE ROPE TO PULL YOUR SLED UP THE MOUNTAIN (ROPE WILL BE PROVIDED). YOU MUST TIE THE ROPE TO THE SLED WITH A DESIGNATED KNOT. WHILE FASTENING THE ROPE TO THE SLED, MEMBERS OF YOUR PATROL WILL TAKE THE FREE END OF THE ROPE AND RUN UP THE MOUNTAIN AND PULL THE UNMANNED SLED TO THE TOP OF THE MOUNTAIN. WHEN THE SLED REACHES THE TOP OF THE MOUNTAIN, YOU WILL LOWER IT DOWN THE OTHER SIDE OF WHITE HORSE MOUNTAIN.
SCORING: THIS EVENT IS TIMED, THE FASTEST PATROL RECEIVES THE LOWEST SCORE. THE LOWER THE BETTER.

STATION 8
ACTIVITY: CROSSING THE YUKON RIVER GORGE
PROBLEM: YOUR PATROL IS UNDER ATTACK BY THE YAHETTAHW INDIANS. TO ESCAPE THE INDIAN ATTACK, YOU MUST CROSS THE YUKON RIVER GORGE. THE WEATHER HAS BEEN WARM AND THE ICE ON THE RIVER IS THIN.
SOLUTION: EVERY PATROL MEMBER MUST HAVE A BOWLINE KNOW TIED AROUND THEIR WAIST BEFORE STARTING TO CROSS THE GORGE. THE PATROL MEMBER MUST STEP THROUGH THE CENTER OF EACH OF THE TIRES. ONCE THE FIRST PATROL MEMBER HAS REACHED THE END, THE REMAINING PATROL MEMBERS MUST TIE THE SAFETY ROPE AROUND THEIR WAIST BEFORE BEGINNING THE COURSE. AFTER THE SECOND PATROL MEMBER HAS REACHED THE END OF THE COURSE, THE ROPE IS COILED AND THROWN BACK TO THE REMAINING MEMBERS OF YOUR PATROL.
SCORING: THIS IS TIMED EVENT. 3 SECONDS WILL BE ADDED TO YOUR SCORE EACH TIME A PATROL MEMBER'S FOOT TOUCHES ONE OF THE TIRES. THIS IS AN 8 MEMBER PATROL EVENT. IF YOU DON'T HAVE 8 MEMBERS IN YOUR PATROL THEN YOU MUST REPEAT STARTING WITH THE FIRST PATROL MEMBER UNTIL 8 PATROL MEMBERS HAVE CROSSED THE GORGE.

STATION 9
ACTIVITY: FIRST AID
PROBLEM: YOUR PATROL WILL BE GIVEN A PROBLEM; WEBELOS WILL HAVE A PROBLEM THAT IS AGE APPROPRIATE, TO SOLVE. THERE WILL BE 6 SCENARIO CARDS, ONE WILL BE PICKED AT RANDOM TO BE SOLVED BY THE PATROL.
SOLUTION: USE THE FIRST AID PACK ON YOUR SLED; TREAT YOUR VICTIMS FOR DESIGNATED INJURIES.

STATION 10
ACTIVITY: LIGHT A MATCH WITH A HATCHET
LOCATION: STEWART TRAIL.
PROBLEM: YOU ARE CROSSING STEWART TRAIL WHEN AN UNEXPECTED BLIZZARD OCCURS AND TEMPERATURES PLUMMET. YOU HAVE LOST YOUR FLINT AND UST START A FIRE TO KEEP WARM BY LIGHTING A MATCH BY STRIKING IT WITH A HATCHET.
SOLUTION: LIGHT A MATCH BY STRIKING IT WITH THE TIP OF A HATCHET.
SCORING: THE TOTAL NUMBER OF MATCHES LIT BY YOUR PATROL IN A 4-MINUTE LIMIT. EACH SCOUT IS GIVEN 2 MINUTES TO STRIKE AT THE MATCHES.

STATION 11
ACTIVITY: LOG PULL
LOCATION: CHILKOOT PASS
PROBLEM: THE TRAIL THRU CHILCOTT PASS HAS BEEN BLOCKED BY A FALLEN TREE.
SOLUTION: YOUR PATROL MUST SELECT 3 SCOUTS TO TIE A ROPE TO A LOG USING BOY SCOUT KNOTS AND PULL THE LOG A PREDETERMINED DISTANCE, THEN REMOVE, AND COIL THE ROPE.
SCORING: THIS IS A TIMED EVENT.

STATION 12
ACTIVITY: THE GREAT RACE & SUPPLY CHECK
LOCATION: DAWSON CITY (AT THE END OF TOWN).
PROBLEM: YOUR PATROL IS COMPETING FOR THE FASTEST SLED TEAM. TEAMS MUST PASS SLED & SUPPLY CHECK BEFORE RACE.
SOLUTION: YOUR PATROL MUST RUN DOWN THE TRAIL AND NAVIGATE THE POINTS (TRIANGULAR TRACK) AND RETURN TO THE START-FINISH LINE WITH THE FASTEST TIME. ONE PATROL MEMBER GUIDES THE SLED FROM THE BACK WHILE THE REST OF THE PATROL PULLS THE SLED.
SUPPLY CHECK: THIS IS WHERE POINTS WILL BE DEDUCTED FOR INCOMPLETE ON SLED SUPPLIES, AND AWARDED FOR BEING PREPARED.
SCORING: THIS IS A TIMED EVENT.

SCHEDULE OUTLINE:

FRIDAY EARLY ARRIVAL

6:00PM	CHECK IN

SATURDAY

7:30AM	CHECK-IN
8:30AM	SPL MEETING
9:00 AM	FLAG RAISING CEREMONY & HELLO
9:30AM	EVENT BEGINS
1:30PM	LUNCH (AFTER EVENTS ARE FINISHED)
2:30PM	AWARDS
3:30PM	TROOP TIME OR DEPART FOR HOME

SUNDAY

7:30AM	BREAKFAST
10:00AM	DEPART FOR HOME

ANYONE WEARING SNEAKERS OR TENNIS SHOES WILL NOT BE ALLOWED TO PARTICIPATE

ADMINISTRATIVE ITEMS

REGISTRATION

NOW THROUGH DECEMBER 20, 2012. NO REGISTRATIONS WILL BE ACCEPTED AFTER DECEMBER 20, 2012. REGISTRATION WILL BE COMPLETED ON-LINE VIA DOUBLEKNOT OR MAIL IN FORM. PLEASE VISIT THE DISTRICT WEB PAGE FOR THE LINK WWW.LHC-BSA.ORG/DISTRICTS

1. REGISTRATION MUST BE TURNED IN BY DECEMBER 20, 2012. YOU CAN USE THE PAPER FORM (INCLUDED OR ONLINE FORM).
2. REGISTRATION CONSISTS OF THE REGISTRATION FORM, WITH NAMES AND NUMBERS OF PATROLS (OR WEBELOS DENS), NAMES OF LEADERS ATTENDING.
3. ALL FEES TO BE PAID WITH REGISTRATION FORM OR ONLINE.
4. SCOUT PATROLS AND WEBELOS DENS BRING THEIR OWN SLEDS AND TRANSPORT PATROL EQUIPMENT FROM STATION TO STATION BY SLED.

MEMBERSHIP

ALL PARTICIPANTS IN THE CAMPOREE MUST BE REGISTERED MEMBERS OF THE BOYS SCOUTS OF AMERICA.

LEADERSHIP

THE SENIOR PATROL LEADER IS IN CHARGE OF AND RESPONSIBLE FOR THE CONDUCT OF THE TROOP AT ALL TIMES DURING CAMPOREE. ALL UNITS ATTENDING THE CAMPOREE MUST COMPLY WITH THE BSA POLICY REQUIRING THAT "TWO REGISTERED ADULT LEADERS, ONE OF WHOM MUST BE AT LEAST 21 YEARS OF AGE OR OLDER, ARE REQUIRED FOR ALL TRIPS AND OUTINGS."

SITE LOCATION

CAMP TWIN ECHO
RD #1 BOX 132
LIGONIER
NEW FLORENCE, PA 14944
724-238-6939

ALCOHOLIC BEVERAGES / TOBACCO PRODUCTS

ALCOHOLIC BEVERAGES ARE NOT PERMITTED AT SCOUTING FUNCTIONS. THE USE OF ANY TOBACCO PRODUCT IS DISCOURAGED AT ANY TIME AT A BSA EVENT. IF YOU MUST USE TOBACCO PRODUCTS PLEASE USE THE DESIGNATED AREA IN THE PARKING LOT.

WEATHER

EVERYONE MUST BE FULLY PREPARED FOR CONDITIONS AT THIS TIME OF THE YEAR. TEMPERATURE RANGES OVER THE WEEKENDS COULD BE QUITE COLD TO QUITE WARM. SCOUTS ARE ENCOURAGED TO BRING NECESSARY CLOTHING TO BE AS COMFORTABLE AS POSSIBLE AT BOTH OF THESE EXTREMES. NO SEAKERS OR TENNIS SHOES ALLOWED, PARTICIPANTS WEARING THESE ITEMS WILL NOT BE ALLOWED TO PARTICIPATE.

FIRST AID

THERE WILL BE A FIRST AID STATION STAFFED 24 HOURS A DAY FOR SCOUTS OR SCOUTERS NEEDING IMMEDIATE ASSISTANCE. THE FIRST AID STATION WILL BE CENTRALLY LOCATED AND MARKED WITH A RED CROSS SIGN. PLEASE BE SURE TO ADVISE YOUR PATROL MEMBERS OF ITS LOCATION, WHICH WILL BE ANNOUNCE AT FRIDAY'S CRACKER BARREL.

INTERFAITH WORSHIP SERVICE OR CATHOLIC MASS

CHAPLAIN AIDES WHO WISH TO ASSIST WITH THE WORSHIP SERVICE ON SATURDAY EVENING SHOULD NOTIFY THE CAMPOREE CHAPLAIN AT FRIDAY NIGHT'S CRACKER BARREL. FURTHER INSTRUCTIONS WILL BE GIVEN AT THAT TIME.

EQUIPMENT DROP-OFF / PARKING

EACH TROOP WILL BE ALLOWED TO DROP OFF TROOP EQUIPMENT AT THE TROOP CAMPSITE (WEATHER CONDITIONS PERMITTING). PLEASE MAKE EVERY EFFORT TO UNLOAD COMPLETELY PRIOR TO SETTING UP YOUR CAMP. DUE TO SAFETY CONCERNS ALL VEHICLES MUST BE OUT OF THE CAMPSITE AREA BY 9:30PM FRIDAY EVENING. VEHICLES ARE TO REMAIN IN THE DESIGNATED PARKING AREAS UNTIL SUNDAY MORNING (**PLEASE DO NOT PARK IN YOUR CAMPSITE**). THERE WILL BE NO VEHICLES ALLOWED ON THE ACTIVITY AREAS.

RESTROOMS

OUT HOUSES WILL BE AVAILABLE IN THE FIELD OF THE CAMPING AREA. NO TRASH IS TO BE DISPOSED OF IN THESE FACILITIES. IT IS RECOMMENDED THAT EACH TROOP BRING TOILET PAPER, JUST IN CASE. PLEASE CONSIDER OTHERS AND KEEP THEM CLEAN, "A SCOUT IS CLEAN." TOILETS WILL BE DESIGNATED AS "HANDICAP ACCESSIBLE", "MEN" AND "WOMEN". PLEASE USE ONLY THE ONE THAT APPLIES TO YOU.

REGISTRATION INFORMATION

CHECK-IN

FOR UNITS WISHING TO CAMP, EARLY ARRIVAL CHECK-IN WILL BEGIN AT 6:00 PM FRIDAY, FEBUAURY 8, 2012. SATURDAY CHECK-IN WILL BEGIN 7:30AM AT THE ADMIN BLDG. UPON ARRIVAL YOU WILL BE GIVEN DIRECTIONS TO YOUR CAMPSITE. PLEASE BE PREPARED TO TURN IN YOUR TROOP'S FINAL NUMBER ATTENDING AND PAY FOR ANY ADDITIONAL PARTICIPANTS. ALSO, PLEASE INFORM THE REGISTRATION STAFF OF ANY SCOUT OR SCOUTER ATTENDING REQUIRING SPECIAL NEEDS. FOR MORE INFORMATION PLEASE CONTACT DAN LINDH AT 412-325-7964 OR DAN.LINDH@SCOUTING.ORG

CHECK-OUT

WHEN YOU ARE READY TO LEAVE ON SATURDAY EVENING OR SUNDAY MORNING, SEND A TROOP REPRESENTATIVE WITH A COMPLEETED EVENT SURVEY TO THE CAMP HEADQUARTERS TO HAVE A STAFF MEMBER VISIT YOUR CAMPSITE FOR INSPECTION. IF YOUR CAMPSITE IS READY FOR YOUR DEPARTURE, YOU WILL BE GIVEN YOUR PATCHES AND HEALTH FORMS.

SATURDAY NIGHT CHEK-OUT

ANY UNIT CHECKING OUT ON SATURDAY MUST MAKE PRIOR ARRANGEMENTS WITH THE CAMPOREE CHAIRMAN. THIS WILL INSURE THAT A PROPER CAMPSITE INSPECTION TAKES PLACE BEFORE THE UNIT'S DEPARTURE.

HEALTH FORMS

THE TROOP LEADER MUST HAVE PART A&B OF THE PERSONAL HEALTH AND MEDICAL RECORD FOR EACH SCOUT AND SCOUTER PARTICIPATING IN THIS CAMPOREE. HEALTH FORMS WILL BE TURNED-IN TO THE HEALTH AND SAFETY OFFICER AT CHECK-IN. ALL SCOUT FORMS MUST BE COMPLETED AND SIGNED BY THE PARENT OR LEGAL GUARDIAN. FORMS ARE AVAILABLE FROM THE BSA WEBSITE HTTP://WWW.SCOUTING.ORG/FORMS

TOUR PLANS

BECAUSE THIS CAMPOREE IS BEING HELD WITHIN COUNCIL BORDERS A TOUR PLAN IS NOT NEEDED.

REGISTRATION FEES

EACH SCOUT AND REGISTERED ADULT MEMBER WILL BE CHARGED A REGISTRATION FEE OF $10.00 TO PARTICIPATE IN THE CAMPOREE. THE FEE COVERS THE COST FOR EVENT INSURANCE, A CAMPOREE PATCH, SUPPLIES FOR THE EVENTS AND ADMINISTRATION COSTS.

CAMPING

CAMPSITES

EACH TROOP WILL BE ASSIGNED (IF STAYING) A CAMPSITE ADEQUATE FOR THE NUMBER OF SCOUTS INDICATED ON YOUR TROOP REGISTRATION FORM. A LARGE NUMBER OF LAST MINUTE ADDITIONS MAY RESULT IN OVERCROWDING OF CAMPSITES SO PLEASE HAVE AN ACCURATE COUNT FOR REGISTRATION. BE REMINDED TO HAVE A FIRST AID KIT, TRASH BAGS, PATROL DUTY ROSTER, MEAL PLANNER, AND DUTY ROSTER VISIBLE IN YOUR CAMPSITE.

CABIN LOTTERY

ANY UNIT WISHING TO STAY IN A CABIN MUST ENTER THE CABIN LOTTERY. ENTERYS WILL BE TAKEN AT NOVEMBER ROUNDTABLES. UNITS THAT HAVE BEEN SELECTED WILL BE NOTIFIED AND MUST RENT CABINS FOLLOWING THE STANDARD PROCESS BY CONTACTING FLAG PLAZA. FLAG PLAZA WILL NOT RENT ANY CABINS UNTIL RELEASED BY KLONDIKE COMMITTEE.

COOKING

IF COOKING MEALS EACH PATROL SHOULD COOK USING THE PATROL METHOD AND MUST FURNISH ITS OWN FOOD AND COOKING SUPPLIES. THERE ARE ONLY A FEW CAMPFIRE RINGS SO YOU MUST BE PREPARED TO COOK OFF THE GROUND, I.E., PROPANE STOVES.

FIRES AND FIREWOOD

DUE TO PA ENVIRONMENTAL REGULATIONS FIREWOOD MAY NOT BE TRANSPORTED ONTO THE PROPERTY. ALL FIRES MUST BE LOCATED IN DESIGNATED FIRE RINGS ONLY. FIRES WILL BE ALLOWED, PROVIDED EACH UNIT ABIDES BY THE FOLLOWING RULES:

A) KEEP FIRES OFF THE GROUND OR IN DESIGNATED AREAS (NO NEW FIRE RINGS)
B) LEAVE NO TRACE OF FIRE
C) BRING A SHOVEL, RAKE, AND FIRE BUCKETS
D) FIRE BUCKETS ARE TO BE FILLED WITH WATER WHILE THE FIRE IS BURNING
E) NEVER LEAVE YOUR FIRE UNATTENDED

GARBAGE

THE CAMPOREE WILL ADHERE TO THE LEAVE NO TRACE PRACTICES. ALL TRASH MUST LEAVE WITH YOUR UNIT OR BE PLACED IN THE DUMPSTER IN THE PARKING LOT.

WATER

FRESH WATER WILL BE AVAILABLE AT THE CAMPOREE. ALL TROOPS SHOULD BRING THEIR OWN CONTAINERS TO TRANSPORT WATER BACK TO THEIR CAMPSITES A NEEDED. IT IS RECOMMENDED THAT YOU BRING WATER FOR DRINKING. DUE TO THE WATER BEING TURNED ON RECENTLY, ALTHOUGH SAFE, IT MAY HAVE A SLIGHT RUST/IRON TASTE TO IT.

CONDUCT

SCOUTS SHALL CONDUCT THEMSELVES IN A MANNER THAT WILL BRING CREDIT TO THEMSELVES, THEIR UNIT AND TO THE BSA. SCOUTS SHALL REQUEST PERMISSION TO ENTER PRIOR TO ENTERING THE CAMPING AREA OF ANOTHER TROOP. DEFACING, DESTROYING, OR “TRASHING” OF THE PROPERTY OF OTHERS OR OF PARK PROPERTY IS STRICTLY FORBIDDEN.

WINTER CAMPING TIPS

SOME TIPS TO KEEP IN MIND WHEN YOUR TROOP TAKES ON WINTER CAMPING.

- FAIL TO PLAN = PLAN TO FAIL
- ALWAYS BRING A BIT MORE THAN WHAT YOU THINK YOU'LL NEED – WATER, FOOD, CLOTHES.
- MAKE SURE THAT YOU HAVE A GOOD KNOWLEDGE OF THE SIGNS OF FROSTBITE AND HYPOTHERMIA. YOU SHOULD BE ABLE TO RECOGNIZE IT IN OTHERS AND IN YOURSELF. TELL SOMEONE RIGHT AWAY IF YOU OR ANOTHER SCOUT IS SHOWING SIGNS OF COLD-RELATED PROBLEMS.
- STAY HYDRATED. IT'S EASY TO GET DEHYDRATED IN THE WINTER. EAT AND DRINK PLENTY OF CARBS.
- KEEP OUT OF THE WIND IF YOU CAN. A RAIN FLY FOR A TENT CAN BE PITCHED TO SERVE AS A WIND BREAK. THE WIND CHILL FACTOR CAN OFTEN BE CONSIDERABLE AND CAN RESULT IN EFFECTIVE TEMPERATURES BEING MUCH LOWER THAN NOMINAL.
- BRING EXTRA WATER. IT'S EASY TO GET DEHYDRATED IN THE WINTER. YOU AREN'T VISIBLY SWEATING, SO YOU DON'T THINK TO DRINK WATER, BUT SINCE THE AIR IS SO DRY, YOU LOSE A LOT OF WATER THROUGH BREATHING. DRINK LOTS OF WATER!
- BRING EXTRA FOOD THAT DOESN'T NEED TO BE HEATED OR COOKED. GRANOLA BARS, TRAIL MIX, ETC.
- KEEP A POT OF HOT WATER AVAILABLE FOR COCOA OR CUP-A-SOUP – THESE WARM FROM THE INSIDE.
- ALWAYS EAT HOT MEALS (BREAKFAST, LUNCH, & DINNER.) DUTCH OVENS ARE THE BEST – THEY KEEP THE FOOD HOT LONGER. IT DOESN'T NEED TO BE FANCY DO COOKING. MEALS SHOULD BE 1-POT MEALS TO KEEP CLEANUP TO A MINIMUM. DON'T GET TOO FANCY WITH THE MEALS - IT'S HARD TO CHOP ONIONS & CARROTS AT -10ºF WITH GLOVES ON. PREP ALL MEALS AT HOME IN THE WARMTH OF THE KITCHEN.
- SHELTER THE COOKING AREA FROM WIND (WALLS OF TARPS, ETC.)
- FILL COFFEE/COOK POTS WITH WATER BEFORE BED. IT'S HARD TO POUR FROZEN WATER, BUT EASY TO THAW IT IF IT'S ALREADY IN THE POT.
- REMEMBER **C O L D**:
  C CLEAN - DIRTY CLOTHES LOOSE THEIR LOFT AND GET YOU COLD.
  O OVERHEAT - NEVER GET SWEATY, STRIP OFF LAYERS TO STAY WARM BUT NO TOO HOT.
  L LAYERS - DRESS IN SYNTHETIC LAYERS FOR EASY TEMPERATURE CONTROL.
  D DRY - WET CLOTHES (AND SLEEPING BAGS) ALSO LOOSE THEIR INSULATION.
- COTTON KILLS! DO NOT BRING COTTON. STAYING DRY IS THE KEY TO STAYING WARM. AIR IS AN EXCELLENT INSULATOR AND BY WEARING SEVERAL LAYERS OF CLOTHES YOU WILL KEEP WARM.
- REMEMBER THE 3 W'S OF LAYERING - WICKING INSIDE LAYER, WARMTH MIDDLE LAYER(S) AND WIND/WATER OUTER LAYER. WICKING SHOULD BE A POLYPROPYLENE MATERIAL AS LONG UNDERWEAR AND ALSO SOCK LINER. WARMTH LAYER(S) SHOULD BE FLEECE OR WOOL. THE WIND/WATER LAYER SHOULD BE GORE-TEX OR AT LEAST 60/40 NYLON.
- IF YOU'RE CAMPING IN THE SNOW, WEAR SNOW PANTS OVER YOUR REGULAR CLOTHING
- BRING EXTRA HAND COVERING - MITTENS ARE WARMER THAN GLOVES.
- BRING 2 CHANGES OF SOCKS PER DAY.
- EVERYONE MUST BE DRY BY SUNDOWN. NO WET (SWEATY) BODIES OR WET INNER CLOTHING.
- USE PLASTIC GROCERY BAGS OR BREAD BAGS OVER SOCKS. THIS KEEPS YOUR BOOTS DRY AND YOU CAN EASILY CHANGE THOSE WET SOCKS.
- KEEP YOUR HANDS AND FEET WARM. YOUR BODY WILL ALWAYS PROTECT THE CORE, SO IF YOUR HANDS AND FEET ARE WARM, YOUR CORE WILL ALSO LIKELY BE WARM. IF YOUR HANDS OR FEET ARE COLD, PUT ON MORE LAYERS, AND PUT ON A HAT!
- DRESS RIGHT WHILE SLEEPING. CHANGE INTO CLEAN, DRY CLOTHES BEFORE BED. YOUR BODY MAKES MOISTURE AND YOUR CLOTHES HOLD IT IN - BY CHANGING INTO DRY CLOTHES YOU WILL STAY WARMER AND IT WILL HELP KEEP THE INSIDE OF YOUR SLEEPING BAG DRY. WEARING WOOL SOCKS AND LONG UNDERWEAR (TOPS AND BOTTOMS) IN THE SLEEPING BAG IS OK.
- PUT ON TOMORROW'S T- SHIRT AND UNDERWEAR AT BEDTIME. THAT WAY YOU WON'T BE STARTING WITH EVERYTHING COLD NEXT TO YOUR SKIN IN THE MORNING.
- WEAR A STOCKING CAP TO BED, EVEN IF YOU HAVE A MUMMY BAG.
- PUT TOMORROW'S CLOTHES IN YOUR BAG WITH YOU. THIS IS ESPECIALLY IMPORTANT IF YOU'RE SMALL OF STATURE. IT CAN BE PRETTY HARD TO WARM UP A BIG BAG WITH A LITTLE BODY, THE CLOTHES CUT DOWN ON THAT WORK.
- PUT A COUPLE OF LONG-LASTING HAND WARMERS INTO YOUR BOOTS AFTER YOU TAKE THEM OFF. YOUR BOOTS WILL DRY OUT DURING THE NIGHT.

- FILL A COUPLE OF NALGENE WATER BOTTLES WITH WARM WATER AND SLEEP WITH ONE BETWEEN YOUR LEGS (WARMS THE FEMORAL ARTERY) AND WITH ONE AT YOUR FEET. OR USE TOE/HAND WARMERS. TOSS THEM INTO YOUR SLEEPING BAG BEFORE YOU GET IN. SOME OF THE TOE/HAND WARMERS WILL LAST 8 HOURS.
- EAT A HIGH-ENERGY SNACK BEFORE BED, THEN BRUSH YOUR TEETH. THE EXTRA FUEL WILL HELP YOUR BODY STAY WARM. TAKE A SNICKERS BAR TO BED AND EAT IT IF YOU WAKE UP CHILLY IN THE NIGHT.
- USE A SLEEPING BAG THAT IS APPROPRIATE FOR THE CONDITIONS. TWO +20ºF SLEEPING BAGS, ONE INSIDE THE OTHER WILL WORK TO LOWER THE RATING OF BOTH BAGS.
- USE A BIVVY SACK TO WRAP AROUND YOUR SLEEPING BAG. YOU CAN MAKE A CHEAP VERSION OF THIS BY GETTING AN INEXPENSIVE FLEECE SLEEPING BAG. IT ISN'T MUCH MORE THAN A BLANKET WITH A ZIPPER BUT IT HELPS LOWER THE RATING BY AS MUCH AS 10 DEGREES.
- USE A SLEEPING BAG LINER. THERE ARE SILK AND FLEECE LINERS THAT GO INSIDE THE SLEEPING BAG. THEY WILL LOWER YOUR SLEEPING BAG'S RATING BY UP TO 10 DEGREES. OR BUY AN INEXPENSIVE FLEECE THROW OR BLANKET AND WRAP YOURSELF IN IT INSIDE THE SLEEPING BAG.
- MOST COLD WEATHER BAGS ARE DESIGNED TO TRAP HEAT. THE PROPER WAY TO DO THIS IS TO PULL THE DRAWSTRINGS UNTIL THE SLEEPING BAG IS AROUND YOUR FACE, NOT AROUND YOUR NECK. IF THE BAG ALSO HAS A DRAFT HARNESS MAKE SURE TO USE IT ABOVE THE SHOULDERS AND IT SNUGS UP TO YOUR NECK TO KEEP COLD AIR FROM COMING IN AND WARM AIR FROM GOING OUT.
- DON'T BURROW IN - KEEP YOUR MOUTH AND NOSE OUTSIDE THE BAG. MOISTURE FROM YOUR BREATH COLLECTING IN YOUR BAG IS A QUICK WAY TO GET REAL COLD. KEEP THE INSIDE OF THE BAG DRY.
- PUT A TRASH BAG OVER THE BOTTOM HALF OF YOUR SLEEPING BAG TO HELP HOLD IN THE HEAT. A ZIPPED UP COAT PULLED OVER THE FOOT OF A SLEEPING BAG MAKES AN EXTRA LAYER OF INSULATION.
- DON'T SLEEP DIRECTLY ON THE GROUND. GET A CLOSED CELL FOAM PAD TO PROVIDE INSULATION BETWEEN YOUR SLEEPING BAG AND THE GROUND. A FOAM PAD CUSHIONS AND INSULATES. THE AIR POCKETS ARE EXCELLENT IN PROVIDING GOOD INSULATION PROPERTIES. USE MORE THAN ONE INSULATING LAYER BELOW YOU – IT’S EASY TO SLIDE OFF THE FIRST ONE.
- IN AN EMERGENCY, CARDBOARD MAKES A GREAT INSULATOR. OLD NEWSPAPERS ARE ALSO GOOD INSULATION. A LAYER OF FOAM INSULATION WORKS TOO.
- BRING A PIECE OF CARDBOARD TO STAND ON WHEN CHANGING CLOTHES. THIS WILL KEEP ANY SNOW ON YOUR CLOTHES OFF YOUR SLEEPING BAG, AND HELP KEEP YOUR FEET WARMER THAN STANDING ON THE COLD GROUND.
- A SPACE BLANKET OR SILVER LINED TARP ON THE FLOOR OF THE TENT OR UNDER YOUR SLEEPING BAG WILL REFLECT YOUR HEAT BACK TO YOU.
- NO COTS OR AIR MATTRESSES! BETTER TO LAY ON WITH 30º EARTH INSTEAD OF –10º AIR.
- SLEEP IN QUINZEES OR IGLOOS. THESE ARE WARMER THAN TENTS SINCE YOU’VE GOT AN INSULATING LAYER OF SNOW BETWEEN YOU AND THE OUTSIDE AIR, INSTEAD OF JUST A THIN NYLON LAYER.
- IF IN TENTS, LEAVE THE TENT FLAPS/ZIPPERS VENTED A BIT, IT CUTS DOWN ON INTERIOR FROST.
- DRAIN YOUR BLADDER BEFORE YOU GO TO BED. HAVING TO GO IN THE MIDDLE OF THE NIGHT WHEN IT IS 5 DEGREES OUT CHILLS YOUR ENTIRE BODY. DRINK ALL DAY, BUT STOP ONE HOUR BEFORE BED.

MAIL IN REGISTRATION FORM

Or Register online at www.lhc-bsa.org/districts

AREA 1 KLONDIKE
CAMP TWIN ECHO

Troop / Pack No ._____District _____

Leader _____E-mail _____

Leader's Phone Number: _____ Secondary Phone _____

Emergency Contact _____Phone _____

Number of Adults Attending: _____ X 5.00

Number of Scouts Attending: _____ X 10.00

Total Attending: _____ TOTAL COST _____

Make checks payable to BSA and mark the check with "ACCT# 509 in the check's "memo" field.
This form may be copied and the copy mailed in.

Comments:

_____

_____

_____

_____

_____

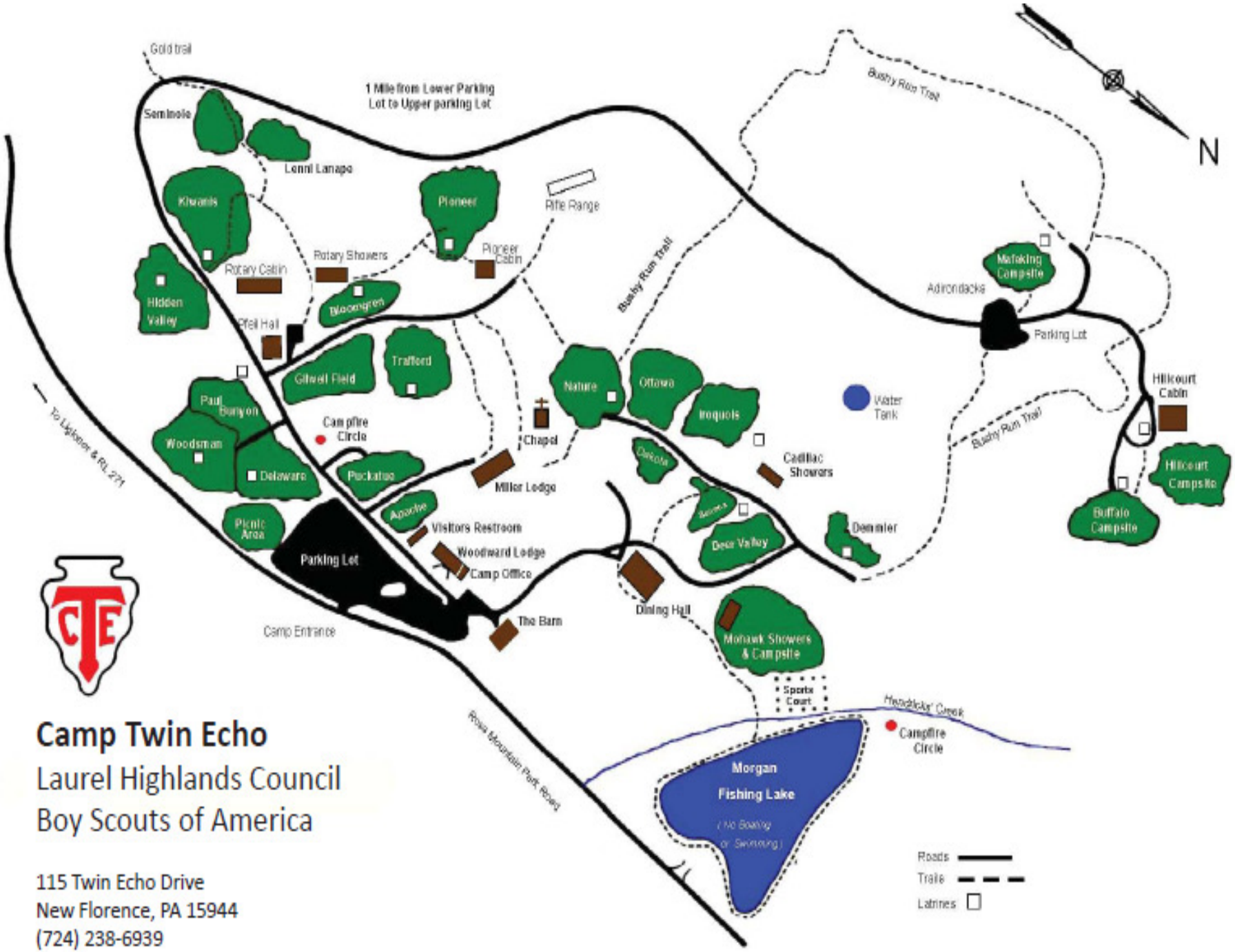
Mail to:Area 1 Fall Camporee 2013
1275 Bedford Ave
Pittsburgh Pa 15219

Please notify Registration of any Scout, or Scouters' special needs.

ACCT# 509

AREA 1 KLONDIKE CAMPOREE 2013
TROOP / PACK ROSTER
PLEASE BRING THIS ROSTER WITH YOU TO THE CAMPOREE
PLEASE LIST YOUTH BY PATROL

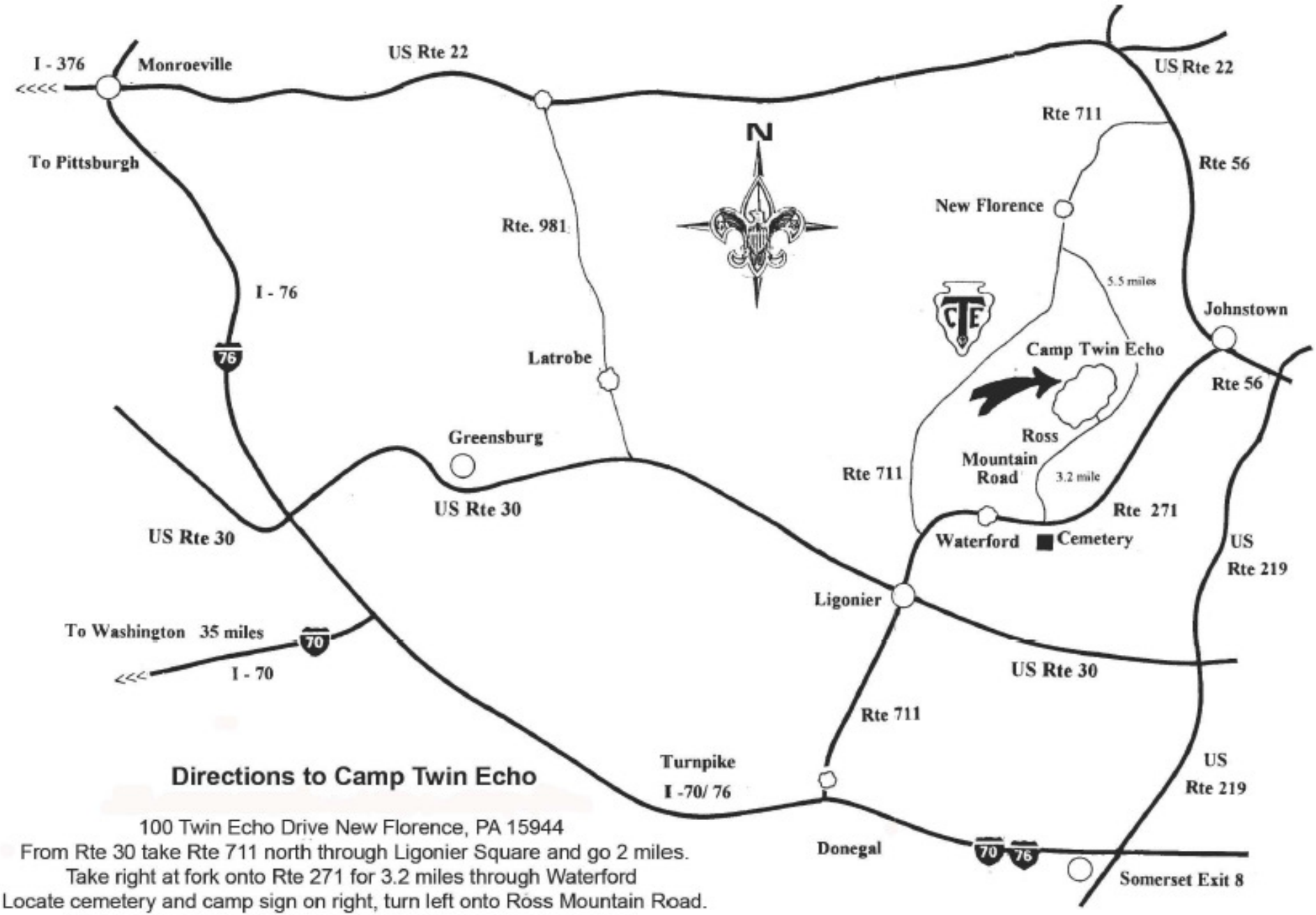
	Youth/Adult	Name	Youth Patrol / Leader Position
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			
21			
22			
23			
24			
25			



Camp Twin Echo

Laurel Highlands Council
Boy Scouts of America

115 Twin Echo Drive
New Florence, PA 15944
(724) 238-6939



Directions to Camp Twin Echo

100 Twin Echo Drive New Florence, PA 15944
From Rte 30 take Rte 711 north through Ligonier Square and go 2 miles.
Take right at fork onto Rte 271 for 3.2 miles through Waterford
Locate cemetery and camp sign on right, turn left onto Ross Mountain Road.
Go 3.2 miles. Watch for sign on right. Entrance to camp on left.
LEAVE ALL PETS AT HOME