

Old Dominion District Winter Camporee

BOY SCOUTS OF AMERICA OLD DOMINION DISTRICT KLONDIKE 2017

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1 PROGRAM OVERVIEW: Dates 27-29 January 2017

1.1 District Klondike Derby Guide: <http://www.ncacbsa.org/OldDominion>

1.2 Important Telephone Numbers

KLONDIKE DERBY STAFF

Camp Director	Kevin Doyle	703-585-8237	klondike@oddbsa.org
Klondike Madame	Dorothy Doyle	703-786-3935	klondike@oddbsa.org
Registration	Steve Scherr	703-690-4716	webmaster@oddbsa.org
Claim Jumper	Dean Stinson	703-455-4072	StinsonBSA@gmail.com
Health & Safety	Dave Stelter	703-455-2303	stelterd@aol.com
Commissioner	Mike Nepi	703-915-8560	commissioner@oddbsa.org
District Executive	Justin Mawdsley		justin.mawdsley@scouting.org
Awards	Dave Stelter	703-455-2303	stelterd@aol.com
KOA Kampground	Jesse Getman	304-535-6895	http://www.harpersferrykoa.com

1.3 Klondike Derby Synopsis

A competition of patrol skills, individual knowledge, teamwork, and ingenuity kicks off the 2017 gold rush. Along the way, the Scouts will be able to earn extra gold for their Scout Spirit but might also fall victim to claim jumpers. The object is simple: Earn Gold for Scout Skills, Scout Spirit, and Patrol Cooperation while having Fun in the Winter Cold. Units will use [a map](#) and station list to determine which mines they want to try. The Patrols plan their routes, select their stations, and budget their time to maximize their winnings.

1.4 Participation

BOY SCOUT TROOPS, VENTURING CREWS and VARSITY PATROLS are invited to participate in the Klondike Derby. Due to the skills and physical requirements associated with this event, Cub Scouts and Webelos cannot participate in this event.

1.5 Directions

Harpers Ferry/Civil War Battlefield KOA, 343 Campground Rd. Harpers Ferry, WV 25425. Drive time from the Old Dominion District during rush hour is a factor and requires each unit to plan ahead. Approximate drive time in non-rush hour traffic is just under 90 minutes.

1.6 Suggested Route

1. Take Fairfax County Parkway to the Dulles Toll Road (left exit) towards the airport, this becomes the Dulles Greenway (rush hour toll is \$5.40).
2. Go to the end of the Greenway and take the exit for Route 7 west. Continue on Route 7 for approximately 4.2 miles.
3. Take Route 9 west towards Charles Town. Watch speed limits in small towns. Go approximately 9.8 miles on Route 9 and bear right onto Harper's Ferry Road (right hand fork).
4. Stay on Harper's Ferry Road for approximately 7.6 miles. At Route 340 turn left (south). Cross the Shenandoah River bridge and continue on Route 340.
5. At the first traffic light turn left and then immediately turn right and follow road to KOA Kampground. Look for ODD Camporee signs!

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1.7 Arrival

Units should plan on arriving by 8 pm on Friday. All units should plan to depart no later than 12 noon on Sunday. There is plenty of parking and units will be allowed to pull up to the sites and buildings to offload gear but cars will then have to be moved to one of the parking lots so that others may unload.

See [section 3.5](#) for check-in process.

Pre-registration is required and discussed in Section 3.0. A mandatory briefing with all Scoutmasters and Senior Patrol Leaders will be held Friday night at 10:00 pm.

The Trading Post will be open Friday night between 8 – 10 pm in the Yukon Win Saloon (basement of the Multi Purpose Room). The welcome social will run from 8 – 10 pm in the Yukon Win Saloon, too. This is the first opportunity for your Scouts to earn some gold!

1.8 Snow Policy

Hey, this is a Klondike Derby – there’s supposed to be snow! But, if you remember the winter of 2010, things can happen. If for any reason the Center feels that the conditions warrant shutting the facility down, they will notify the camp director and issue a full refund. The camp director will call all unit leaders using the registration forms and will issue payments back to the units.

Still, the unit leaders inevitably must make their own calls for their units. Unless the KOA or District cancels the event, refunds should not be anticipated.

2 PROGRAM INFORMATION

2.1 Friday Activities

Units should plan to eat prior to arrival.

There will be a social for Scouts on Friday night from about 8:00 until about 10:30 pm in Cutler Hall. Unit Leaders will be responsible for their Scouts’ behavior and activity.

There are basketball courts, dodge ball (not with the handballs/tennis balls), and a game room. Most games in the game room are 50 cents; pool tables and air hockey tables are \$1 per game.

There is a pre-Klondike Icebreaker that evening worth 100 pieces of gold.

The Icebreaker: Each year we try something different... No exception this year. Saturday at check in, Patrols will receive the icebreaker. This icebreaker will run through the event and be turned in Saturday afternoon with the gold that was collected. Early birds can get a head start, but nothing prevents a patrol from filling it in throughout the night and day.

During the social we will have hot chocolate, coffee, tea, and chips for free. The OA will have a Trading Post up and running. Each patrol will be given their maps, folders, patrol sheets, and a list of questions. Their knowledge of the Yukon, Scouts, and miscellaneous information could earn them up to 100 pieces of gold that night.

There will be a 30-minute mandatory meeting of all Senior Patrol Leaders, Crew Presidents, Crew Advisors, and Scoutmasters on Friday at 10:00 pm. During this meeting, the program expectations and safety concerns will be addressed. Any units missing this meeting are required to attend a make-up briefing at 0815 on Saturday. Units missing the briefs will need to coordinate with Dorothy Doyle for the in-brief – BEFORE their Scouts participate in the Klondike.

Scouts are encouraged to get a good night sleep for the following day’s activities.

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2.2 Competitive Patrol Events--Saturday

The program will find patrols facing a variety of challenges in their quest for the GOLD. The Klondike Headquarters is the Yukon Win Saloon (located in Cutler Hall) and will be the central coordinating point for all activities on Saturday. Saturday morning's competition will begin with opening ceremonies and from there it will be an all out mush to the Derby Area and competitive events. All patrols will have the same amount of time to visit the different challenges. Patrol leaders will select the sequence of events for their patrol. The basic rule is the entire patrol must meet at the same station (no splitting patrols) and patrols will compete at the stations in the sequence in which they arrive. Where feasible, multiple patrols can compete concurrently at some stations. Patrols may elect to leave and go to another station whenever they desire, however, there is no waiting list. The patrol will simply give up their place in line. The patrols will receive a map of the competition area and they will have to guide their own way.

The Klondike Derby will consist of **KLONDIKE CHALLENGE STATIONS**.

This event is only successful because of the efforts of all of our volunteers! The Klondike Director expects ALL adults to volunteer to help at the Klondike with the following exceptions: if an adult is required to monitor a campsite or is required to be with a patrol to assist with a special needs Scout. (note this way we could keep our price at \$38 this year)

SEE SPECIAL OFFER IN APPENDIX E ABOUT SPONSORING A CHALLENGE STATION!

Each patrol will register for the competition and will receive the necessary initial instructions. At each challenge, the STATION LEADER will present the patrol leader or the leader's designated representative with a challenge, written instructions where applicable, and any limits or restrictions. Depending on how well the Patrol performs, gold nuggets will be earned. The patrol with the most GOLD wins!

The CHALLENGES (From last year; Final Stations are not defined until January):

1. NAVIGATION: WHAT'S THE POINT?
Orienteering
2. I'M YELLIN' TIMBER: First Aid
3. KLONDIKE KATE'S KITCHEN: Quick Cook Challenge
4. SQUARE KNOTS: Rope skills
5. TRIVIAL PURSUIT (Alaska Edition): Citizenship and Alaska Trivia
6. THE IDITAROD! Giddy Up!
7. MYSTERY GOLD MINE: Navigate Uncharted Territory
8. ICE FISHING: Round Lashing and Team Work
9. FOOTBALL GOLF: Frisbee Golf with a Twist
10. AVALANCHE 2016: Patrol Team Building
11. BORED GAME – Wizards' Chess
12. FLASHBACK!: Skits
13. EVERYTHING SHARP: Totin' Chip and Knife Throwing
14. SKATING ON THIN ICE: Ice Rescue
15. SNOWBALLS: Catapults.
16. WHAT'S IN YOUR BACKPACK: Scout Knowledge
17. PAUL BUNYAN'S SVENSKA FICKLAMP: Wood tools & Firebuilding
18. YOU DROPPED A BOMB ON ME: Teamwork
19. HITCH A RIDE TO WHITEHORSE: Marlin Hitch and Teamwork 60 Nuggets
20. SURVEY THE SITUATION: 1st Class Skills
21. NATURAL GAS POWER! – Outhouse Races

Along the way, you may encounter Claim Jumpers. They have the ability to rob you of your nuggets or give you some of their findings. They will ask you questions or require you to perform something. Based on your patrol response, you may earn extra gold, or be required to

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pay your way through. Scout spirit will EARN big dividends here. Sour patrol spirit will COST you!

Also, beware of the Yeti: An unidentified man-like creature that has been causing havoc on ridge! The Claims Office will offer 50 GOLD PIECES for a picture to prove that the Yeti exists! But, since he is on the endangered species list, do not harm, capture, or otherwise touch the Yeti - otherwise you will pay a hefty fine!

And watch out for the Bankers. They are not to be trusted - keep close tabs on your gold whenever it's being counted!

You can always trust the Camp Director and Klondike Madame. If you treat the Ladies in the Saloon, you'll be rewarded as well, but show no respect and you'll be sorry!

There is a recommended equipment list at the end of the package for both the individual and patrol. All items necessary to do the competition should be carried by the members of the patrol. Some specific items and their uses are described below.

- Staves: For use during First Aid and Pioneering Stations.
- Neckerchief: For use during First Aid, Drama, Catapult, and Knots Stations.
- Rope: Suggested for Knots, Pioneering, Catapult Stations.
- Compass: For use during Orienteering

2.3 Claim Jumpers and Mining Office Bankers

As mentioned above, periodically patrols may be approached by "average looking" miners of all ages and genders. The patrol's interaction, knowledge, and Scout Spirit will be observed and challenged during these meetings. This is an opportunity for the patrol to "shine" and earn extra gold, or hit a dry vein. Claim Jumpers CAN take your gold. Warn and encourage your patrols accordingly.

Pieces of gold will be earned for each point scored, task accomplished, and good deed done in accordance with the Station Guides. Because accumulation of these items may get very heavy, a Mining Office will be set up at the Yukon Win Saloon where the gold can be exchanged for lighter, more valuable jewels, stones, or notes. No fool's gold will be accepted and no fool will get a fair exchange! A Scout is Thrifty but those mining officials are VERY thrifty and NOT trustworthy. Do NOT trust the Bankers.

2.4 Saloon and Lunch Time Grub in Cutler Hall

Think nutritious. Think fast. Think easy, tasty, & warm! And think about ENTERTAINMENT! The Ladies in the Saloon want you to entertain them!!!! And they will reward you handsomely.

The patrols DO NOT need to prepare their lunch - the Staff will have it for them! Patrols can start coming into the Saloon to eat between 11:30 and 1:30. Each patrol should eat together at the tables. There is a stage and at any time, the Scouts may get up and do a skit, song, dance about the food, the Klondike, the ladies of the Saloon, or anything they want. The entertainment is your choice, and it will be rated on:

5 Points each:

- | | |
|---|---|
| <input type="checkbox"/> Song or Dance | <input type="checkbox"/> Respect for judges |
| <input type="checkbox"/> Flair and Flow of Motion | <input type="checkbox"/> Excitement |
| <input type="checkbox"/> Costumes/Uniform | <input type="checkbox"/> Theme |
| <input type="checkbox"/> Props (flowers, Etc.) | <input type="checkbox"/> Other _____ |

Additionally, each patrol will receive 50 gold nuggets just for checking in for lunch and drinking a cup of water or bug juice – this is also a health and safety check. The Ladies will be

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keeping track of the patrols in the Saloon! WE WANT TO MAKE SURE THAT EVERYONE IS BUNDLED, WARM, HYDRATED, AND HEALTHY.

Finally, in keeping with a Scout being thrifty and Mr. Doyle's love of the Outdoor Code, each patrol member is encouraged to bring a water bottle or mug to the Klondike for drinks. Each cup at the mess hall will cost 10 pieces of gold. If you use your own cup, no cost! This includes meals! Scouters who forget their cups will need to beg pieces of gold from a patrol to get a cup or may sing a song of the Madame's choosing....

The Klondike Stations will not close down for lunch, but not all the Station Leaders may be present at the station when a patrol arrives! Plan accordingly!!!

2.5 Saturday Evening Religious Services

A non-denominational Scout religious service is planned for Saturday evening in Cutler Hall.

2.6 OA Brotherhood (To Be Confirmed)

Eligible OA Arrowmen may have an opportunity to participate in the Brotherhood ceremony Saturday evening. Arrowmen will gather immediately following the religious service in the Theater. Please let members of the OA know at time of check in!

2.7 Saturday Night Award Ceremony and Social

Dinner will be at 7 pm. All troops and crews will gather together in the Yukon Win Saloon (basement of Cutler Hall) for the awards ceremony immediately following dinner (approximately 7:45 pm). Following an opening ceremony, presentations will be made for the patrols or crews that showed exceptional skill in a variety of the events.

There will be 4 Award Categories with the top 3 Patrols announced in each category:

Scout Skills

Most Gold collected from the Stations associated with Tenderfoot-1st Class Ranks. Includes First Aid, Orienteering, Knots, Lashings, Scout Trivia, Firebuilding, Survival, and Yard Tools.

2016 Winners: Crew 1853 Bod Squad

2015 Winners: Crew 1853 Loyal Candy Guard

2014 Winners: 1518 Klondike Bars

2013 Winners: 2215 Cobra

2012 Winners: 2215 Hawks

2011 Winners: 2215 Mortal Campers

2010 Winners: 1853 Pirates

2009 Winners: 1853 Pirates

2008 Winners: 1853 Pirates

2007 Winners: 1853 Meeces

Patrol Unity

Most Gold collected from the Patrol, Leadership, and Teambuilding Stations. Includes Skits, Dog Race, Avalanche, Memories, and the Bridge.

2016 Winners: 680 Minutemen

2015 Winners: 430 Lightning

2014 Winners: 1785 Dragons

2013 Winners: 1115 Los Deperados

2012 Winners: 688 Box of Raisins

2011 Winners: 1115 Los Desperados

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2010 Winners: 1853 Pirates
2009 Winners: 1523 Square Knots
2008 Winners: 1501 Chinchillas
2007 Winners: 1853 Pirates

Commissioners Award

Totally based on our Commissioners' observations.

2016 Winners: Crew 1853 Bod Squad
2015 Winners: Crew 1853 Royal Candy Guard
2014 Winners: 995 Tinkerbell
2013 Winners: Crew 1853 The Trainers
2012 Winners: 2215 Cobras
2011 Winners: 853 Golden Platypi
2010 Winners: 1115 Desperados
2009 Winners: Troop 2215
2008 Winners: Crew 1501 Shadow
2007 Winners: 1518 Roadrunners

Stamper Award

The Klondike Champs! Most Gold collected overall!

2016 Winners: Crew 1853 Bod Squad
2015 Winners: 1390 Black Knights
2014 Winners: 680 Marauders
2013 Winners: 2215 Cobras
2012 Winners: Crew 1853 Autobots
2011 Winners: 1501 Dream Team
2010 Winners: 991 Stags
2009 Winners: 1853 Scorpions
2008 Winners: 1853 Sharks
2007 Winners: 1853 Pirates
2006 Winners: 1853 Pirates
2005 Winners: 1853 Pirates

The ceremony will end with presentation of the top three patrols acquiring the most gold. Following the award ceremony, there will again be a social for the Scouts and a Cracker Barrel for the adults and Senior Patrol Leaders. Again the OA may have the Trading Post open.

2.8 Sunday Activities

*Harpers Ferry presents troops with many options for Sunday Activities. Depending on the number of participants, many places offer discounts to groups.
Check out from cabins is noon; campsites can be occupied until 4 pm.*

3 REGISTRATION & ARRIVAL

3.1 Registration

Registration begins with the November Roundtable. As always, we will need to provide numbers for the meals before we arrive and therefore the registrations are required up front.

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The cabins will accommodate about 250 people and will be available on a “first registered/paid - first reserved” basis.

3.2 Payment/Registration Fee

Online registration is being accomplished through the Old Dominion Page of the NCAC Website at <http://www.ncacbsa.org/OldDominion>. If you have any challenges registering with either link, please contact Steve Scherr at webmaster@oddbsa.org. Registration is due by 20 January:

- \$38 per Scout or Scouter
- \$0 for one Scouter registration when the unit provides a complete station for the Klondike. Guidelines for developing and obtaining approval for a station is found in [Appendix E](#).

A. Registration includes:

1. Pancake & Sausage Breakfast on Saturday and Sunday
2. Hot Lunch on Saturday
3. Pizza Dinner on Saturday
4. Bathrooms and Shower facilities
5. Friday and Saturday Night Socials
6. Hot Chocolate, Coffee, Tea, and Water all day long
7. Klondike Derby Patches

B. Registration also covers:

1. All Station and Program Costs
2. KOA User Fee
3. Council and Contingency Fees

After 20 January, the registration fee is not refundable but is transferable to other Scouts/Scouters. Note, we can usually still add Scouts to registered units after this date, but that Friday we need to provide the commitment numbers for meals and station provisions – we can add, but we can't decrease the commitment number to the KOA.

3.3 Lodging Registration Fee

No additional charge for campers. Cost of the Klondike includes the KOA usage fee.

Lodging for the weekend

- 4-man Cabins @ \$68 each
- 5-man Cabins @ \$85 each
- 6-man Cabins @ \$102 each
- 4-man Quality Inn Rooms @210 each

Each Cabin has a **double bed and/or double futon** and 2, 3, or 4bunk beds. Quality Inn Rooms are 2 double or queen beds

Cabins will be assigned upon receipt of the Registration Form and Payment. Payment guarantees the berth and are assigned/available on a first paid basis. All cabins have heat and electricity; some cabins have full bathrooms, but some will not have running water. Bathrooms are available at the Pavilion, in the lower level of Cutler Hall, and the Store (during store open hours). Check with Dorothy Doyle on availability of lodging. Lodging payment will not be done on line; checks should be made out to CREW 1853 and sent to Dorothy Doyle at 9030 Gavelwood Court, Springfield, VA, 22153.

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Lodging Reservations will begin at the November ODD Roundtable. Please bring your registration form and check with you then or mail it to Dorothy Doyle; those that are mailed prior to the Roundtable will be dated as received at the Roundtable.

No sheets or linens are provided in the Cabins – recommend you bring your sleeping bag and pillow. The Quality Inn provides all normally expected amenities for the hotel guests (including the pool and gym).

The Klondike Staff does not assume any responsibility for money or equipment lost during the camp.

3.4 Refunds

We will do our best to accommodate changes.

Please note that the Council has a 5% processing fee for any refunds associated with the on-line registrations. Any decreases to your headcount must be received by 20 January in order to obtain a refund.

Due to the limited number and preregistration, cabins are only refundable IF there is another unit desiring to take it. Dorothy Doyle will maintain a waitlist for those desiring a cabin.

Please let Kevin Doyle know of any changes. After 22 January, the District is committed to pay for registration and meals unless the KOA cancels the event – and why would they do that??

3.5 Check-In

Check in will occur in Cutler Hall. Park in the main parking lot and send the SPL/Crew President along with the SM/Advisor in to check in. Any remaining registration fees must be paid before room assignments or camp locations will be provided.

Units should present the following items at check in:

- Unit Roster of all Scouts and Leaders attending;
- The Number of and Names of the Patrols/Crews from each Unit;
- Copy of Scouts and Leaders Part A and B Health and Medical Forms (to be retained with the camp medic and provided back Sunday morning with patches at check out).

Check in Process – Ensure you check in at each of the tables!

- 1. Unit Registration – verify numbers and collect any outstanding money/determine refunds.***
- 2. Collect Rosters / Get the Patrol Folders***
- 3. Medical Turn-In***
- 4. Volunteer Sign In – verify your assignment.***
- 5. Campsite/Cabin Assignments***
- 6. OA table – Sign up for Brotherhood***

Cabin and Camp Site Assignments – See Map in [Appendix F](#)

The main access routes will be plowed to allow units to pull up alongside campsites and cabins to unload. Depending on the conditions, units may be able to park by their locations – this will be confirmed at time of check-in. Otherwise, after unloading, cars should be moved to the main parking lot but away from the campstore and flag poles. See Section 5 for additional specifics on Camping and Lodging.

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3.6 Late Arrival

If your unit will be arriving Saturday morning, please indicate this on your registration form.

Check in for late arrivals will be conducted in the Dining Hall during breakfast starting at 7:30 am. The mandatory briefing will be held at 8:15 am for troops or crews arriving Saturday morning, otherwise, the final briefing will be held at 9:15 am after the competition has already started).

3.7 Required Forms

Each Scoutmaster or his designee shall have in his possession the following items at time of registration/check-in:

Parental Permission Slips

Overall Troop Roster including Scouters

Number of Patrols Participating

BSA physicals

A copy of the physicals to be turned in at registration (see below)

Parental Permission Slips

The Troop should ensure that parental permission is obtained for every Scout. These will be retained by the troop. Activity Consent Form can be found here:

<http://www.scouting.org/filestore/pdf/19-673.pdf>

Overall Troop Roster

All members of the troop – Scouts & Scouters - attending the Klondike should be listed. See attached. Please also indicate the number of patrols that will be participating. Adult leaders/parents can NOT be part of the patrols.

Medical Records

Health Forms: Everyone that attends the camporee must have Parts A and B of the Annual BSA Health and Medical Record http://www.scouting.org/filestore/HealthSafety/pdf/parts_ab.pdf. All injuries requiring more than a Band--Aid must be reported to the First Aid Station.

Each Troop will arrange/establish a medical point of contact who will have in his/her possession medical forms for their Scouts. A copy of the medical forms should be provided at registration. These will be retained by the First Aid Station and will be returned at the conclusion of the event. In the event that an accident happens, it will hasten the camp staff's ability to locate troop leaders (who may be anywhere on the campgrounds) and parents.

Tour Permits

Troops of the Old Dominion District of NCAC do not need to submit a tour permit since this is an ODD function. Troops outside ODD should contact their district leaders to determine if a tour permit will be required.

3.8 Check-out and Patches / Ribbons

Please coordinate your check out time with your appropriate house parent. Cabins should be left in tidy conditions and swept, if necessary. Please report any damage or problems to the Klondike Madam. The Klondike Madam will have your unit's patches and will provide them upon satisfactory check-out.

3.9 Early Departure

Even if your unit is leaving Saturday night, you may want to plan on staying at least through the awards ceremony. Klondike Patches will be provided at checkout.

4 GENERAL EXPECTATIONS

4.1 Uniform & Dress Code

The official class “A” uniform is appropriate to wear to and from camp. A more casual uniform such as a troop T-Shirt or sweatshirt may be worn during the activities. Class A uniforms are encouraged for the religious services, dinner, and awards ceremony. Scouts must be prepared to spend the entire day in the competition area – mostly outside! They should be properly dressed for the weather, which can be cold and wet – and hopefully snowy. All Scouts participating in outside activities MUST be properly dressed to include: Hat, Gloves, Winter Jacket, Winter Pants, and Waterproof Boots. Jeans/Denim are NOT recommended for wear outside. Scarves, polypropylene (or equivalent) undergarments, and appropriate shirts, socks, and pants should be worn underneath snow suits /jackets. See the equipment list attached.

4.2 Medical Concerns

First Aid

The First Aid Station will be set up in Cutler Hall during the day and will be marked with a prominent sign. At night, it will be moved to the Medic’s Room or Tent – location will be addressed at the Friday night meeting. All injuries, even minor ones treated in the campsite, must be brought to the First Aid station personnel for treatment and/or recording. Qualified Medical Personnel: If any of the adult leaders participating in the Klondike Derby is a doctor, Nurse, Medical Technician or EMT qualified please notify us at registration. We will have Medical staff, but the more we have, the more areas we can cover.

Fire & Ambulance Service

In the unlikely event that fire or ambulance services are needed, send a runner to the Camporee Headquarters, so that an emergency call can be placed and the Camporee Director can be notified immediately. If the emergency call is placed from a cellular phone within your area, you still must send a runner to the Camporee Headquarters to notify the Camporee Director of the emergency and to arrange for the emergency equipment to be directed to the correct location.

Medical Problems

In addition to any annotations on the Scout or Scouter’s physical form, please identify at registration any Scout or Scouter that has medical problems and what that problem is. Any treatment for this condition is the responsibility of the Troop.

Doctor-Prescribed Medicine

If a camper must take doctor-prescribed medicine (such as insulin), please advise on-site medical personnel as to the medication schedule during check in. The camp is not responsible for ensuring that a camper takes his/ her medicine. It is the responsibility of the camper/ Scoutmaster.

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Dietary Requirements

Indicate any Scout or Scouter who has a special diet requirement. Also list any food restrictions. Please alert Kevin Doyle to any special requirements before the event. There are refrigerators and freezers for Scouts/Adults with special food.

Winter Safety

The weather can be quite cold and wet (because it January in the Klondike....duh). Troop leaders are reminded that they are responsible for ensuring that all members of their Troop are prepared for these conditions to include having adequate dry clothing, socks, and footwear. Scouts who are not adequately dressed will be barred from the program area and other outdoor activities.

4.3 Administrative Notes

Electronic Equipment

No electronics shall be in use at the Klondike Derby. ANY electronic equipment used during the actual Camp is ground for dismissal. GPS units and phones for emergencies, used as cameras, and as a GPS units are exempt from this exclusion. There should be no internet surfing on cell phones.

Lost & Found

The camp lost and found will be located in the Yukon Win Saloon. Remind scouts to have their personal property and clothing clearly marked with name and troop number. Although not responsible for lost or stolen items, we will make every legal effort to recover and return items to their proper owner.

The Klondike Staff does not assume any responsibility for money or equipment lost during the camp.

Religious Considerations

A Scout is REVERENT. Participation in the Klondike religious service is highly encouraged. Also, several churches are within easy drive of the KOA.

Families

Remember that the Klondike Derby is a Scouting event; it is not a family vacation event. Families who wish to attend may certainly do so, but must make arrangements for their own accommodations and food. There are nearby hotels and bed and breakfasts; the Quality Inn is located adjacent to the KOA and has a lighted walking path connecting to the KOA.

KOA Facilities Notes

4.3.1.1 Camp Store

The KOA camp store will be open throughout the day on Saturday and Sunday. It has camping equipment, souvenirs, candy, ice cream and toiletries. It is open to the public so please be respectful.

4.3.1.2 Horseshoe Camping area at the front of the KOA

The area at the front of the campsite will be occupied by non-BSA campers, some of whom are year round residents. The area is OFF LIMITS; please respect the people who live there.

4.3.1.3 Bouncing Area and Pool

These areas are closed. DO NOT JUMP on the bouncing ball.

5 CAMPING GUIDELINES

5.1 THE KAMPGROUND

The KOA Kampground is a commercial business and will have other customers. As members of the Boy Scouts of America, it is our obligation and responsibility to see that everyone respects and observes posted rules and regulations and follows guidance provided by the Camporee staff.

The KOA Kampground is private property and we will be their guests for the weekend. Let's be sure to leave the campground in better shape than when we arrive.

The campground has pre-established campsites and one or more sites will be assigned based on Unit size.

Expect snow and/or muddy conditions. No trees, shrubs or brushes will be cut within the campground or neighboring areas. There will be no tent ditching or other changes made to the ground contours.

5.2 PICNIC TABLES

Picnic tables are located near each campsite. Please do not move them outside of the individual campsites.

5.3 GROUND CONDITIONS

The area is hilly and rocky but campsites have some fairly level ground. Protect your tents by bringing sturdy ground cloths and protect your body by bringing foam pads or air mattresses for a good night's rest.

5.4 GROUND FIRES

Campfires or open fire cooking will only be permitted in existing fire pits – each cabin and campsite has a fire ring! The Quality Inn does not allow campfires. Units should bring their own firewood for campfires and take home any that is left over. The camp store does sell firewood, but it is \$5 for a small quantity. Fires should not be left unattended and must be completely extinguished before retiring for the night. Wood may be collected from the outskirts of the KOA campgrounds, but beware of the steep drop offs in some locations.

5.5 USE OF LIQUID FUELS

The safety of our Scouts and Scouters must be a prime consideration in the use of liquid fuels. The use of liquid fuels in lanterns and stoves is acceptable at this Camporee only if: 1) A knowledgeable adult provides supervision over the storage, transportation, and usage of the fuel; and 2) Scouts have been taught the safe and proper handling and usage of the fuel, stoves, and lanterns.

5.6 AVAILABILITY OF WATER

Water will be available at the Comfort Station convenient to the Camporee area. There is also water available at unoccupied campsites along the inner road and near some of the cabins. Please be respectful of others when you are getting water. Some carrying of water will be required.

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Washing of dishes at the central water locations or in the comfort stations is prohibited. Canteens or water bottles should be carried during the program on Saturday, as drinking water may not be readily available. Proper hydration is key to keeping our Scouts healthy. To avoid the serious consequences of dehydration, ensure everyone regularly consumes water.

5.7 LATRINES

Toilets and showers are available at the Comfort Stations convenient to the Camping area. Please respect them and keep them clean. We will also have a couple of porta potties placed near the far end of the camping areas away from Cutler Hall.

TRASH

Every unit should bring a supply of plastic trash bags for their own trash. DO NOT leave trash in your campsite. Please keep the campground clean and do not leave bags of garbage unattended; wild animals and birds love unattended garbage. A dumpster is available near the campsites for bagged trash.

6 KLONDIKE RULES

6.1 Law of the Camporee

As in all Scouting Activities, the Scout Oath and Law and Venture Oath and Law will be the Law in the Klondike. Any individual who does not act as he should may be putting his unit's future Camporee and Klondike privileges in jeopardy.

6.2 Pick-up Trucks

The Boy Scouts of America regulations state that Scouts may not ride in the back of pickup trucks. This rule will be strictly enforced at the Klondike. It is the unit leader's responsibility to assure that all Scouts are transported in safe vehicles with adequate seat belts.

6.3 Discipline

Leaders will be responsible for the behavior of their Scouts at all times. Adult Leaders, who are not helping in the events, should circulate through the events in which their Scouts are participating. Sports equipment, except sleds, should not be brought to the camporees.

6.4 Quiet Hours

All units will be subject to quiet hours from 11:00 pm to 6:00 am. Lights out will be at midnight. Leaders in each troop are responsible for enforcing quiet hours and lights out. Scouts returning from evening program should return quietly in respect for those who are sleeping.

6.5 Electronic Equipment

***No electronics shall be in use at the Klondike Derby.** ANY electronic equipment used during the actual Camp is ground for dismissal. Phones (for emergency calls, cameras, or GPS program) and GPS units are exceptions. Phones should not be used with earphones.*

6.6 Weapons, Knives, Full Size Axes, Fireworks, Firearms & Ammunition

Darts, throwing stars or martial arts weapons, sheath knives and knives with blades longer than 4" except cooking knives are not allowed at camp; if any are found, a member of the

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Camporee staff will hold them for the remainder of the Camporee. Folding knives that are in a case or worn on a belt are permitted. Because of danger to the environment and personal injury, fireworks of any kind are also prohibited. For safety reasons, firearms, pellet guns, BB guns, bow and arrows, or slingshots of any kind are not allowed at this Camporee.

6.7 Alcoholic Beverages:

Absolutely no alcoholic beverages of any kind are allowed at the Klondike Derby. Sorry, none are available in the Yukon Win Saloon either...

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Appendix A - SCHEDULE

A.1. Friday

1800-2200	Arrival: SPL or Crew President and Adult check-in at reception area. Following verification, Scouts will be given room assignments. (Dinner not provided)
2000-2200	Scout Social – Music, tables for games and cards, pay games, etc. NO ELECTRONICS.
2200	Mandatory Safety briefing For Saturday Activities. Unit leaders & SPLs at the Yukon-Win Saloon in the upper Cutler Hall
2245	Taps
2400	Lights Out!! (The guys really need good rest for Saturday events).

A.2. Saturday

0630	Wake Up Call
0730-0830	Breakfast served at the Pavilion (subject to change)
0800-	Registration for Late Arrivals in Cutler Hall
0815-0845	Make-up Mandatory Safety briefing For Saturday Activities. Unit leaders & SPLs in the Dining Hall
0830-0900	Program Judges Meeting (Cutler Hall)
0900	KLONDIKE Opening (Flagpole Area)
0915-1600	KLONDIKE DERBY
1130-1330	Lunch available in the Yukon Win Saloon (Cutler Hall)
1600	All Klondike Sheets turned in. (Helps validate all Patrols are accounted).
1700-1800	Religious Service
1800-1900	Brotherhood Walk (tentative)
1900-2000	Pizza & Salad Dinner in Cutler Hall
2000-2030	Awards Ceremony
2030-2300	Scout Social in Cutler Hall, open to all Scouts and Scouters
	OA Social in Adult Lounge in lower Cutler Hall
2400	Lights Out!!!

A.3. Sunday

0700	Wake Up Call
0700-0830	Breakfast served in the Pavilion
0800-1200	Clean Rooms, Pack Personal Gear, and Clean Common Areas
1200	Departure Complete

Appendix B - PERSONAL EQUIPMENT CHECK LIST

B.1. Clothing to be Worn

- Waterproof snow jacket
- Waterproof snow pants
- Ski hat
- Snow or waterproof boots
- Sunglasses
- Waterproof gloves
- Scarf *
- Troop / Patrol Shirt
- Scout neckerchief

B.2. Extra Clothing to be packed

- Extra pair of pants (avoid JEANS)
- Extra T-shirts (Polypropolene)
- Sweater/ sweatshirt
- Extra pair of socks
- Extra pair of underwear
- Second set of shoes/ boots
- Warm Sleepwear
- House Shoes/Slippers*

B.3. Day Pack with:

- Scout handbook
- Extra Hat (someone always loses one)
- Extra Gloves (in case yours get wet!)
- Pocket knife
- Matches
- Canteen or water bottle
- Flashlight w/ extra batteries
- Sunscreen / lotion
- First Aid kit
- Notebook & pencil/ pen
- Emergency blanket

- 8' rope
- Lip balm *
- Compass
- Small mirror
- Magnifying glass *
- Totin' Chip Card
- Fir'm'n Chit*
- Trail Food

B.4. Toiletries

- Tooth brush & tooth paste
- Hairbrush or comb

B.5. Miscellaneous Equipment

- Watch *
- Walking stave
- Camera w/ film *

Notes: () item is not required but recommended.*

B.6. PATROL EQUIPMENT CHECK LIST

Patrol Equipment (strongly suggested)

- Knot Book
- Field Guide
- Sled or Small Wagon (recommended)
- Plastic Tarp
- Blanket
- Rope

ALL EQUIPMENT & CLOTHING MUST BE MARKED WITH SCOUT OR PATROL NAME & TROOP

Appendix C - PLANNING FOR THE KLONDIKE

29-31 JANUARY

HARPERS FERRY, WEST VIRGINIA



During the Troop Meetings between November and January, recommend you discuss the following items:

1. GO OVER WINTER CLOTHING –
 - a. Layering, wicking, keeping dry.
 - b. Discuss the importance of dry feet – where snow boots or water resistant boots!
 - c. Bring a second pair of shoes, gloves and hat!

2. KNOTS –
 - a. Lashings (tripod & camp gadgets)
 - b. Basic Knots & Hitches
 - c. Friendship Knot
 - d. Diamond Hitch

3. FIRST AID – Review:
 - a. Hypothermia
 - b. Heart Attacks
 - c. Broken Bones
 - d. Shock
 - e. First Aid with the Scout neckerchief

4. BOOKS – Most everything comes out of the Scout Handbook, the Field Book, and the Knots Book. Review the following:
 - a. Winter Camping & Shelters
 - b. Proper Campsite set up (where does that bear bag and the cat hole belong?)
 - c. Miscellaneous facts from the Scout Handbook.

5. MAXIMIZE POINTS –
 - a. Plan your route – review the point values and your patrol strengths.
 - b. 50 Gold Pieces for drinking a cup of water at lunch in front of the Medic or Klondike Madam
 - c. Extra Gold for doing a skit or song at lunch – this is not a station.
 - d. Helping out at anytime is rewarded on the spot at the discretion of the staff.
 - e. Snapping a picture of the Yeti.
 - f. Claim Jumpers – can give or can take gold!
 - g. Bankers will ALWAYS try to take your gold.
 - h. Patrol Cheer, flag, and Scout Spirit at each Station are worth extra points.

Appendix D - HINTS FOR GETTING THE MOST OUT OF THE DAY:

1. PATROL SPIRIT – **each station** will award extra points for the following:
 - a. Patrol / Scout Spirit
 - b. Cooperation!!
 - c. Patrol Yells
 - d. Patrol Flags
2. CLAIM JUMPERS – Can reward you, can rob you based on your Scout Spirit and Scout Knowledge. Remember, “Do a Good Turn Daily”. Sometimes a little help offers big rewards. But always be courteous and friendly
3. ADULT HELP – **Big No No**. Can cost you many points. Points will be awarded depending on HOW you TRY to solve the problems even if you don’t. But, all will be lost if an adult lends a hand or even gives you a hint.
4. PATROL PACKS – There are things that each Patrol might want to have:
 - a. Field Book
 - b. Knots Book
 - c. Staves
 - d. A sled (depending on the snow)
 - e. Rope
 - f. GPS and compass.
5. TIME MANAGEMENT –
 - a. Lunch is from 1130 to 1330 with 500 Scouts and Scouters being served... You don’t have to do lunch right at noon! You have a two hour block to plan around.
 - b. 17 Stations in 7 hours?? Probably not going to get through them all, but all will be fun and challenging. Some will be harder than others. Some will take 10 minutes, some will take 30 minutes, some might take longer – depends on teamwork and concentration. Take a few minutes to review the layout and determine where you want to start, where you want to hit, and where you want to end up!
 - c. Don’t dawdle and don’t get bogged down. If there are a few patrols waiting at a station, move quickly to the next one. You can always come back!
 - d. Do your Best – you will get some points for just trying!!
6. STAVES – Recommend **each** Scout have one...
They will come in handy during a number of stations... Hmm, let’s think splints, catapults, team building, lashings, etc....
7. KLONDIKE MADAMS – These ladies have extra gold to give out for performances, good spirit, helping to clean up, etc. If you make them smile, they give you gold... Do a Good Turn Daily.
8. NECKERCHIEFS – You will definitely lose some points if you don’t have one...
 - a. Used in Knots
 - b. Used in First Aid
 - c. Used for Scout Spirit.
 - d. Maybe the catapult?

Appendix E - Special Incentive and Opportunity to put your Troop's or Crew's claim in the Klondike!

Incentives off the Normal \$38 registration:

1. Volunteer to develop, organize, and bring the materials for a station = **Free** vice \$38
2. *Note: in the past we gave a discount for those volunteering to assist at stations – since we expect everyone to volunteer, we are charging one rate only!*

Developing a Station:

Again this year we would again like to allow troops to contribute to the event if they want. Each year the director comes up with the program activities and coordinates the supplies. If a troop or crew would like to develop and provide the Station Guide and materials for a challenging station, Fred will incorporate it into the Klondike and the Troop/Crew will get a full discount on one Scout or Scouter registration and supply costs associated with the station will be provided. Examples from last year included Kate's Kitchen (Cooking with Kate), It's Magnetic (Orienteering), and Paul Bunyan's Svenska Ficklampa (cutting wood and firestarting).

Guidelines:

1. The volunteer must develop the station, not simply volunteer to run a station.
2. The Station must be challenging, fun, and patrol oriented.
3. The Station must be constructed in a manner that allows points/gold to be awarded. The conduct of the station, the points assigned, and the scenario must be clearly written. Most stations are worth between 40 and 70 points. More difficult stations like the Svenska Ficklampa and Orienteering are worth more points than easier stations like Trivia Pursuit: Scout Genus. Stations that take more time to complete like Orienteering will be worth more points.
4. Stations should be designed to be completed in 30 minutes.
5. The Station must be within the requirements of the BSA Guide to Safe Scouting.
6. The Station must be approved by the Klondike Camp Director and Station Manager.

Examples of past Station Leader Guidelines can be provided; contact Kevin Doyle at klondike@oddbsa.org to contribute to the Klondike! It's fun setting up a challenge and watching the Scouts work together to beat that challenge!

Please note that adults that preregister AND sign up to run/volunteer at stations with Dean Stinson at time of registration can receive a discount off their registration.

Appendix F – Klondike MAP

Please note that station #s were from 2016 – they will be different for 2017 Stations.



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Appendix G REGISTRATION

Online registration on the Old Dominion Page of the NCAC Website by 22 January 2017 at
<https://scoutingevent.com/?odd16klondike>

Please contact Steve Scherr at webmaster@oddbsa.org if you have questions or problems.

G.1. Unit Contact Information

Unit Type		Unit Number		Number of Patrols/Crews		Date Sent		Date Received		
SPL/Pres				Scoutmaster/ Crew Advisor						
Point of Contact	Name				Address (Street, City, St, ZIP					
	Home Phone				Office Phone				Mobile Phone	
	E-Mail									

G.2. Basic Registration (Part of the Online Payment)

Number of Youth and Adults Registering \$39 per person <i>(This is the total fee for anyone camping outside)</i>	a) Number Youth	b) Number Adults	c) Total Participants	d) Cost/ Person	e) Registration Cost (c x d)
				\$38.00	
Number Registrations getting discount for Troop providing Station. One adult registration per Station developed is free!		b) Number Adults	c) Total Participants	d) Cost/ Person	g) Registration Cost (c x d)
				\$0.00	
			Total		

G.3. Cabin Registration (Not part of the Online Payment)

<p>If your unit desires to sleep inside, there is an additional cost. To determine availability, contact Dorothy Doyle (703-786-3935 or klondike@oddbsa.org) to reserve cabin space. Information on payment for cabins will be provide by Dorothy. In order to hold this space, full payment must be made within 7 calendar days. Payment options will be provided. It is the unit leaders' responsibility to assure that the Youth Protection guidelines are followed in assigning youth and adults to cabins. If you have only one or two female youth or adults, you can register them for a cabin bed at \$17 per female subject to space availability.</p> <p>Quality Inn is offering Rooms at \$210 for Friday- Sunday noon. Price will go down based on occupancy levels. Each room has two double or two queen size beds. The Quality Inn is adjacent to the KOA and connected by a lighted path.</p>	a) Cabin Capacity	b) Number of Cabins required	c) Cost per Cabin	d) Cabin Cost (b x c)
	4-Person		\$68.00	
	5-Person		\$85.00	
	6-Person		\$102.00	
	Female	# Females		
	Adult		\$17.00	
Youth		\$17.00		
	e) Total # of Rooms at Quality Inn		f) \$210 per room	
Note: Payment for lodging will be coordinated through Dorothy Doyle.			Total Costs	

G.4. Other

OA Brotherhood Conversions (Enter number of Youth and Adults)	Youth		Adults	
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