



## 2019 Northern Light District Winter Camporee

### *“Klondike Derby”*

When: February 8 - 10, 2019

Where: Lone Tree Scout Reservation  
Kingston, NH

Cost: \$9.00 per Scout or Scout Leader  
\$5.00 per Webelos or Webelos Leader (day only, no overnight)

Note: a \$2 per person late fee will be added to all registrations made after February 1, 2019.

Program Activities: Klondike Derby and Cooking Competition

NOTE: The specifications and rules which follow are subject to change. Any changes will be published as soon as possible. If any changes are made, they will be made primarily for clarification or safety reasons.

Any questions may be directed to the Northern Light District Activities Committee at [nldsactivities@comcast.net](mailto:nldsactivities@comcast.net) or by calling Committee Chairman Paul Taylor at 603-819-1897.

**First Edition**



## 2019 Northern Light District Winter Camporee

### *"Klondike Derby"*

#### **Registration**

ALL attendees, youth and adult, must register for the event. All registrations after Friday, February 1, 2019 will be subject to a \$2.00 per person late fee.

Registration is preferred on-line. However, if a unit prefers to submit a paper registration at the council office, please notify the Activities Committee of that registration.

#### **Check-in**

All units must check in at Camporee Headquarters (Scouters' Lodge) upon arrival. All units shall submit a roster of all participants and note the location where in camp that they have set up their camp.

#### **Medical Forms**

All units are responsible for keeping a copy of their members' medical forms.

#### **Reasonable Accommodations**

Do you or anyone in your unit require a reasonable accommodation to attend this event? Please let us know ahead of time.

#### **Parking**

All unit vehicles must be parked in the parking lots as directed by event staff. No parking will be allowed in camping areas.

Units will be allowed to unload their vehicles at or near their camping sites but must move all vehicles back to the parking lots. Unit trailers may be parked near the unit's camping area but must be parked in a manner that will not obstruct any camp traffic. Tow vehicles will not be allowed to remain hitched to trailers at campsites. Absolutely no vehicles will be allowed on the ball field.

For each vehicle, units will be given a form on which to show their unit number and are asked to put this form on the dashboard of each vehicle. This will aid event staff in contacting the driver should the car need to be moved or any other problem arises.

Parking at Scouters' Lodge will be for event staff only and unit trailers. Vehicles may not be left hooked to trailers at this location.



### **Camping Areas**

Camping areas will not be assigned; units are welcome to set up most anywhere in the camp. Some areas will be reserved for program and will be off limits to camping – units will be advised of those areas upon arrival.

### **Leader Meeting and Crackerbarrel**

This is a mandatory meeting for Scoutmasters and SPLs beginning at 9:00 PM on Friday at Scouters' Lodge. Any unit not in camp overnight must send representatives to this meeting.

### **Trash**

Units should take all trash out of camp with them.

### **Campfires**

New Hampshire law now prohibits people from bringing firewood across the state line into New Hampshire. There is some wood available at the camp.



### **Saturday Night Campfire**

A traditional campfire will be held that will be hosted by Troop ?. Troops should plan on doing a song or skit at the campfire. The weather will dictate whether or not we have an outdoor campfire.



### **Arrow of Light Dens**

Arrow of Light dens may attend during the day on Saturday but must be with an attending Boy Scout troop. NO overnight camping for Arrow of Light Scouts.

### **Scoutmaster/Assistant Scoutmaster Specific Training**

A Scoutmaster/Asst. Scoutmaster Position Specific training course will be held at Scouters' Lodge from 9:00 to 2:00 PM. Preregistration is requested. No fee.

## Program

Patrols will travel through the “Klondike” from town to town to take part in activities. Patrols will earn gold nuggets according to how well they do on each activity. Patrols must have a sledge (sled) for the event.

At the end of the program, patrols will go to the “Assay Office” to turn in their gold nuggets for Klondike script. They will use the script to purchase food ingredients to make and cook a one serving meal for judging.

For the cooking, patrols must bring their own base protein, such as a meat.

Note that the cooking portion is part of the overall competition and all patrols are expected to take part.

Patrols must have the following items with them, either on their sled or on their person:

1. Matches
2. Hand axe
3. First aid kit
4. A minimum of 3 pocket knives
5. 8 eight-foot lengths of whipped rope (recommend a minimum of 3/8 inch thick rope)
6. A minimum of 2 compasses
7. Drinking water for all patrol members
8. Wooden or rubber mallet
9. Six metal spikes/tent stakes

Each patrol’s sled will be inspected at the first activity to be sure they have all items with them. The inspection is part of the program and gold nuggets will be awarded.

## Schedule

### Friday, February 8

- 5:00 PM      Registration/check-in begins – Check-in at Scouters' Lodge  
Units set-up campsites
- 9:00 PM      Leader meeting (SMs and SPLs) and cracker-barrel – Scouters' Lodge

### Saturday, February 9

- 8:45 AM      Opening ceremony – Ball Field
- 9:05 AM      Patrols depart -- Klondike Derby begins
- 12:00 PM      Lunch Period begins
- 1:00 PM      Klondike Derby continues
- 3:00 PM      Klondike Derby ends
- 3:15 PM      Assay Office opens
- 4:00 PM      Klondike General Store opens for business
- 6:30 PM      Cooking competition entry deadline – no more accepted
- 8:00 PM      Campfire

### Sunday, February 10

Overnight units break camp