

***POLAR
VORTEX
CHALLENGE
2024***

**HOSTED BY THE BLACK FEATHER
AND CENTENNIAL DISTRICTS**

FEBRUARY 2-4, 2024

**PARENT....
LEADER...
SCOUT &
STAFF GUIDE**

***REGISTRATIONS ARE LIMITED TO
400 SCOUTS AND ADULTS SO
REGISTER EARLY!!***

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EVENT SUMMARY

This premier District winter camping event is open for all Troops, Crews and Posts to test their Scout skills and show their Scout spirit utilizing the Patrol method. All Webelos and Arrow of Light Scouts along with their respective parents are invited to join us for the day on Saturday. Webelos and Arrow of Light Scouts **MUST** be sponsored by a Troop.

Units must bring their own water as there is *no running water available at the Park*.

Awards will be given for 1st thru 5th place for each event and overall!

Attendance is limited to 400 Youth and Adults so register early. Absolutely no walk-ins will be allowed. Registration closes on January 25, 2024.

Be Prepared....to have fun!

DATE / LOCATION / DIRECTIONS

Friday, February 2ND through Sunday, February 4TH, 2024

Reverend's Ridge Campground within the Golden Gate Canyon State Park
313 Reverends Ridge Road
Black Hawk, CO 80403

Follow I-70 west to exit 265 for highway 58. Take highway 58 west to highway 93. (Highway 58 turns into highway 6 at this stop light). Follow highway 6 west to highway 119. Go north on 119 through Blackhawk to Gap Road for approximately 11 miles. Turn right on Gap Road to access Reverend's Ridge campground. From Denver, this route is approx. 27 miles one-way.

Please see the accompanying maps

ROAD/WEATHER CONDITIONS

To obtain road/weather conditions, starting Friday afternoon, you may call 511 on your smartphone or visit the following website:

<http://www.cotrip.org/roadConditions.htm>.

WHO MAY ATTEND

Scouts and Scouters in BSA Troops, Venturing Crews, Posts and, during the day only on Saturday Webelos and Arrow of Light Scouts. Webelos and Arrow of Light Scouts must be sponsored by a Troop and accompanied by their respective parent. They cannot camp overnight.

REGISTRATION FEES

Early Registration Discount: \$20/Person – Ends on December 18, 2023.

Regular Registration: \$25/Person – Ends on January 15, 2024

Late Registration: \$25 plus a \$20 late fee – Ends on January 25, 2024

Webelos and Arrow of Light: \$20 (Includes their parent)

ABSOLUTELY NO REGISTRATIONS ACCEPTED AFTER JANUARY 25, 2024

Please note that all registration fees are **NON-REFUNDABLE** but are **TRANSFERABLE**.

All registered participants will receive a Polar Vortex Challenge patch.

EVENT STAFF

Adults and older youth Scouts (14+) are encouraged to register as Staff using the SignUpGenius link below. Staff will help with various administrative duties and oversee the activity stations. Below are the areas that need staff:

- CHECK-IN/CHECK-OUT & ADMINISTRATION: 2 - 4 Friday (Evening), Saturday (During Events) and Sunday (Morning)
- CHUCKWAGON COOKING CREW: 4-5 Friday through Sunday
- PARKING & TRAFFIC: 2 – 4 Friday Evening
- MEDIC(S): 1 – 2 Friday through Sunday
- ACTIVITY STATIONS: 14 Youth (14+) and adults (Saturday)
- For their services, each Staff member will receive an Official Black Feather – Centennial Staff Beanie and commemorative patch. Meals are free (Friday Cracker Barrel, Saturday Breakfast, Lunch, Dinner & Cracker Barrel and Sunday breakfast). Staff will sleep in the Yurts based upon availability. There is no registration fee for Staff.
- There is **NO DINNER SERVED ON FRIDAY NIGHT** so Staff must bring their own dinner.
- Please note that if we are unable to recruit sufficient staff, each Unit will be required to provide at least one (1) volunteer (Will be discussed Friday night at the PLC).

SignUpGenius Link:

<https://www.signupgenius.com/go/10C0F44AAAF2EA3FEC25-46254175-polar>

CAMPSITE ASSIGNMENTS

Campsites will be assigned in advance of the event and communicated to all Units to ensure that traffic flows smoothly on Friday evening.

CONTACT

blackfeathercamporee@gmail.com

Cel phone coverage, depending upon provider, is very limited or non-existent within the Park. Late inquiries beginning on the Wednesday prior to the event may not be returned as Staff will be onsite.

CHECK-IN (FRIDAY)

Medical, Adult & Patrol Roster Forms

Upon arriving you will be directed to your assigned campsite. Once your Unit has set up camp, please have one (1) adult check-in per Unit at the Klondoree HQ Cabin. They must bring the following items:

1. Medical forms, Parts A & B completed, for all youth and adults attending during the day AND overnight with copies of the Insurance Cards attached. Adult Youth Protection Training Certificates must be attached to the adult forms. ALL ADULTS MUST HAVE YPT TRAINING TO ATTEND.

2. Patrol Roster(s)—The events will be based on Patrols consisting of eight (8) Scouts.
3. Adult Roster.

UPON CHECKING IN, EACH UNIT WILL RECEIVE WRISTBANDS FOR ALL OF THEIR MEMBERS THAT MUST BE WORN THROUGHOUT THE EVENT FOR SECURITY REASONS.

Due to the volume of traffic, unloading and parking can be a slow process. Please be patient and follow the instructions of our Staff traffic control personnel. Parking for overnight attendees will be at your campsite. Cars and trailers are to be parked in your assigned camping pullout areas, and along the **RIGHT-HAND** side of the road in your camping loop. This allows for one-way traffic.

Parking for day visitors (including Webelos Scouts) on Saturday will be on the main campground road. NOT in the campsite loops. This parking lot is located on the right side as you enter Reverend's Ridge

Please carpool as parking is very limited. Each vehicle must display a Parking Pass (included at the end of this packet).

The purchase of a State Park Pass is not required unless you plan to visit other locations within the park.

CHECK-IN (SATURDAY MORNING)

Late arrivals and Arrow of Light/Webelos and their parents will check-in on Saturday morning at the Klondoree HQ Cabin **BETWEEN 7:30 AM AND 8:30 AM.** All Scouts and parents must provide completed Medical forms (Parts A & B) with copies of the Insurance Cards attached. Youth Protection Training Certificates must be attached to the adult forms. ALL ADULTS MUST HAVE YPT TRAINING TO ATTEND.

SUNDAY MORNING CHECK-OUT

Normal check-out is Sunday morning. However, early check-out may take place on Saturday afternoon or evening (pre or post awards campfire). In either case, please ensure you that an adult leader stops by the HQ to inform us that your unit is leaving, as well as check the "lost & found" items before departing.

MEDIC AND EMERGENCY INFORMATION

Each unit is required to take care of all minor first aid situations that arise. **THE FIRST AID STATION / MEDIC IS LOCATED IN YURT #2. SEE THE MAP ON PAGE 16.** All First Aid emergencies should be directed to the First Aid station. In addition, the Medic will be walking throughout the activity area on Saturday.

DO NOT CALL 9-1-1!

CONTACT STAFF OR GO TO THE MEDIC/FIRST AID YURT OR HEADQUARTERS YURT FOR ALL EMERGENCIES.

A trained Medic and other emergency response staff will be present onsite. They will respond very quickly to an emergency.

Calling 9-1-1 may cause confusion and delay as the responding agency may not be familiar with the camp so getting them to the necessary location will be difficult. On-site resources can respond much more quickly, assess the situation and call-in appropriate additional outside resources as required.

Please note that cell phone and internet coverage at Reverend's Ridge Campground base is limited or non-existent for some providers.

OVENIGHT & DAY USE CAMP SET-UP

No tents, tarps, hammocks, etc. may be tied to any trees or permanent structures within the camp. Participants **MUST** sleep in tents. No travel trailers, RVs or buses are permitted at this event. Please note that if extending circumstances exist, you must seek and receive prior written approval before the end of the registration period for the Klondoree (Friday January 26, 2024).

GUIDE TO SAFE SCOUTING

The Klondoree will follow the Guide to Safe Scouting. You may obtain a copy via the following link:

<https://www.scouting.org/health-and-safety/gss/toc/>

SCOUT ESSENTIALS

All Scouts/Scouters should always bring their Scout Essentials with them.

<https://scoutingmagazine.org/2013/02/the-10-essentials/>

ARROW OF LIGHT AND WEBELOS SCOUTS

Webelos and Arrow of Light Scouts and their respective parents are encouraged to attend and participate with their host Troops on Saturday, February 4, 2024. All Webelos Scouts, parents and leaders must check in at the Headquarters Cabin upon arrival. Please arrive prior to 8:30 am on Saturday.

Webelos will compete with a patrol from their sponsor Troop. Please note, additional points are not awarded for Webelos participating with Scouting BSA Patrols. To ensure a comfortable and fun introduction to Scouting BSA and per the SAFE GUIDE TO SCOUTING & AGE-APPROPRIATE ACTIVITIES you'll find that overnight camping by Webelos and Arrow of Light Scouts is NOT PERMITTED during this "CAMPOREE" type event.

<https://www.scouting.org/health-and-safety/gss/gss03/>

It is essential that every Webelos and Arrow of Light Scout is always under the supervision of a parent or approved adult. Den leaders, pack leaders, and parents are expected to accompany their scouts everywhere during the event.

FIRES

- The use of stoves rather than fires for cooking is strongly recommended.
- No wood will be available at the campsites. Wood gathering within the camp is **NOT** permitted. Therefore, your UNIT must bring all the wood and kindling needed for the campout with you.
- Wood fires are only permitted in the established fire grates.
- **ABSOLUTELY NO OPEN FLAMES IN TENTS.**

- ABSOLUTELY NO COOKING IN TENTS.
- ALL FIRES MUST BE ATTENDED BY THEIR UNIT AT ALL TIMES! No fires should be left burning without someone caring for them.
- All fire ashes must be removed by your Troop and taken home; do not leave ashes behind in the fire rings/grates. Bring suitable empty containers for this purpose.
- Practice leave no trace!

WATER

There will be no source of water available during the event. Therefore, each Unit must bring its own water for all its needs and its Adults and Scouts. Dehydration can occur just as fast in cold weather as in warm weather. Even faster at altitude. A good rule of thumb is 1 Gallon/Person/Day. Each Scout needs to have a filled water bottle with them on Saturday. Be careful that water bottles/bladders don't freeze in cold weather. Leaders also need to stay hydrated!

FOOD

Each unit will be responsible for their own meals. Webelos Scouts and their parents must plan to eat meals with their sponsoring Troops OR bring their own food. As a result, Troops should account for their visitors in their meal planning. Please note that every meal should include a "hot" element. For example, lunch can include "soup" to help maintain Scouts/Scouters' body temperatures. The use of stoves rather than fires for cooking is strongly recommended.

TRASH – PACK OUT!

The trash receptacles in the Park are not to be used. Units are responsible for packing out all trash including fire ashes.

TOILETS / PORT-A-POTTIES

Port-A-Potty Latrines are available throughout the camp. Some will be designated for females only so please be courteous. No trash is to be put in the port-a-potties! Park restrooms will be closed.

CAMP RULES

- Mechanized snow removal equipment, included snowplows and snow blowers, are not permitted.
- Driving onto unplowed areas, including unplowed site pullouts, is not permitted.
- Respect wildlife. Do NOT feed or harass any animals.

LOST & FOUND

Lost and Found will be located at the Klondoree HQ Cabin. Please consider labeling all items with a last name and Troop/Crew number with a permanent marker.

COLD WEATHER CAMPING RECCOMENDATIONS

Cold weather camping as defined by BSA is "camping in weather where the average daily temperature is below 50 degrees Fahrenheit and conditions are cold, wet or windy." The most important thing to remember about cold weather camping is to keep dry. Moisture will reduce the insulating properties of almost everything. To keep yourself warm, remember the word COLD.

- C – Keep yourself and your clothes Clean.
- O – Avoid Overheating.
- L – Wear clothes loose and in Layers.
- D – Keep Dry.

CLOTHING

- Layer clothing. Wear several layers of lighter, loose-fitting clothing instead of one heavy layer.
 - If you get warm you can take layers off and add some more clothing layers if you start to get cold.
 - Teach the boys to adjust their layers BEFORE they get too cold or too warm.
- Keep yourself dry, both from the weather and perspiration.
- **NO COTTON! NO COTTON!! NO COTTON!!!** Synthetic fibers and wool perform much better, especially when damp.
- Wet cold: If your rain gear is waterproof and will not allow perspiration to exit, then during cold, rainy weather change your clothing if it starts to become moist.
- Foot Ware: Wear winter boots that are waterproof, have sufficient insulation and can keep snow out adequately. Athletic shoes and most hiking boots do not provide enough insulation.
 - Waterproof leather boots with the appropriate commercial treatment. Check the care tag that came with the boots for specific waterproofing instructions.
 - If you choose to wear rubberized boots, remember they do not allow for ventilation, therefore you may need to change your socks several times a day.
 - Wear a pair of lightweight polyester and a pair of wool or synthetic socks to increase insulation and take the perspiration away from your feet. (NO COTTON SOCKS!!) Pull trouser legs over top of shoes to keep out snow. You may want to use gaiters, or tie or tape them to make sure of the seal.
- Hands: Wear waterproof gloves. Consider waterproof mittens instead of fingered gloves when you do not need independent use of your fingers. This will allow the fingers to help keep each other warm.
- Head Ware: Most heat loss is through the head. Wear a stocking cap or other warm hat. One that covers the ears and neck area is particularly effective. Remember, wearing a warm hat warms the rest of your body, too. Wear a scarf to reduce heat loss around the neck. Use a "ski mask" or scarf over your face for protection from the cold and wind. You can also use your neckerchief to cover your ears.

BEDDING DOWN

- Generally, avoid natural fibers (which lose insulating properties when wet). A 34-pound synthetic bag will take care of most of your needs.
- A mummy style bag is warmer than a rectangular, as there is less space for your body to heat. Also, most mummy bags have a hood to help protect your head.
- You can place one sleeping bag inside another to increase insulation.
- If you only have a rectangular sleeping bag, bring an extra blanket to pack around your shoulders in the opening to keep air from getting in.
- Do not sleep with your face inside your bag. Doing so will increase dampness in
 - the bag and reduce the insulation properties of the bag.
- Wear a stocking cap to bed to reduce heat loss.
- Wear a loose-fitting hooded pullover type sweatshirt to sleep in.
- Insulate yourself from the ground as much as possible to avoid cold spots at the shoulders and hips.
 - A closed-cell sleeping pad of some kind is recommended. A good rule of thumb is that you want 2 to 3 times the insulation below you as you have over you.
 - Use a ground cloth to keep ground moisture from your bag. Your body will warm up frozen ground to a point where moisture can become important.

- Cold air will be above and below you if you sleep on a cot.
- Put a hand warmer (important: in a sock) at the foot of your sleeping bag before getting into it.
- Some light exercise before bedding down can increase body heat and warm your bag quicker. Be careful not to start perspiring.
- Change from the clothes you are wearing, before bedding down, to dry clothing or pajamas before entering the sleeping bag. Wearing tomorrow's socks to bed is a good idea.
- If feasible, build a wind break outside your tent by piling up snow or leaves to a height sufficient to protect you when laying down.
- Hang your sleeping bag up or just lay it out, between trips, so the filling will not compress and lose its insulating properties.
- Before you get out of bed bring the clothes you plan to wear inside your bag and warm them up some before dressing.
- Place an empty capped plastic bottle outside your tent door for "night calls." This will reduce your exposure when you must answer that call. If you have a tentmate, do NOT use it inside the tent. Remember to empty the bottle in the port-a-potties in the morning and dispose of it properly.

ODDS AND ENDS

- Organization and proper preparation are very important in cold weather camping. Good meals, proper shelter and comfortable sleeping arrangements make for an enjoyable outing.
- Learn to recognize and treat cold weather health problems. These include frostbite, hypothermia, dehydration, chilblains, trench foot, snow blindness and carbon monoxide poisoning.
- Teach the youth!
 - To let adult leadership, know if they are too cold during the night so action can be taken before injury/health problems from cold exposure occur.
 - To use the buddy system to check on each other for cold weather exposure concerns and to notify the adult leadership if symptoms do occur.
 - To gather some wood or do some other type of work. Working will help warm You - but avoid perspiration!
 - To hydrate properly. Not to eat ice or snow; eating ice or snow can reduce your body temperature and it is not pure.
 - That snow and ice can be used for drinking water but only after boiling.
 - NO open flames at ALL inside the tents.
 - Keep off ice on streams, lakes and ponds.
 - To gather your wood and tinder for the morning fire in the evening so that you will be able to start the fire quickly in the morning.
 - To wear dark sunglasses when outside in the snow. The glare of the sun of the snow could lead to strained eyes or even snow blindness.
 - To gather twice as much fuel as they think you'll need for fires.
 - To carry tinder from home. It may be hard to find in the snow or wet conditions.
 - To carry a reliable Fire starter kit because the more you need a fire to warm up the less likely you will be able to start one easily.

COLD WEATHER CAMPING REFERENCES

OOPIK manual, No. 34040

BSA Field manual

BSA Snow Camping Venture manual

COLD WEATHER FIRST AID GUIDELINES

- See Boy Scout Handbook.
- Additional internet resource for cold weather first aid: <http://www.princeton.edu/~oa/safety/hypocold.shtml>

PERSONAL EQUIPMENT RECOMMENDATIONS

WEAR

- Class A Uniform
 - Knit or Wool Hat **OR** Balaclava
 - Winter Jacket (Water & Wind Resistant recommended)
 - Scout Shirt
 - Snow Pants (Water & Wind Resistant recommended)
 - Scout Belt
 - Scout Socks
 - Sock Liners
 - Gloves **OR** Mittens (Water & Wind Resistant recommended)
 - Snow Boots, e.g., Sorrels, etc.
 - Gaiters (Optional)

BRING

- Duffel Bag **OR** 50 L + Pack
 - Fleece Sweater **OR** Jacket
 - *Historical Weather: HIGH 50° F and LOW 10° F Elevation: 8,600'*
 - Sleep Clothes in stuff sack (plastic zip lock bag will work too)
 - Long-Johns (Shirt & Bottom) **AND** Wool Socks **OR** Down Booties
 - Extra Clothes in stuff sack (plastic zip lock bag will work too)
 - Long-Sleeve Shirt (1)
 - Scout Pants (1)
 - Socks (2 extra pair)
 - Sock Liners (2 extra pair)
 - Synthetic Underwear & T-Shirt (1 extra pair)
 - Gloves **OR** Mittens (2-Pairs total)
 - Mess Kit (Plastic works well!)
 - Cup
 - Bowl
 - Fork & Spoon **OR** Spork
 - Hygiene Kit
 - Toothbrush & Toothpaste
 - Comb
 - Small towel
 - 0° F or less Rated Sleeping Bag with Stuff Sack
 - If your sleeping bag is NOT rated to zero degrees you may use two sleeping bags (stuff one inside the other) **OR** add a fleece liner (lowers

bag temperate rating by approximately 10 - 20° F) to your sleeping bag's rated temperature, e.g., 20° F → 10 - 0° F.

- Sleeping Pad (Closed Cell or “high” R value)
- Day Pack
 - Scouts Essentials
 - Headlamp **OR** Flashlight
 - Compass & Map
 - Water (2-Quarts (32 OZ))
 - Knife (& Totem Chip Card)
 - Rain Gear **AND** Extra Clothes
 - Waterproof Jacket & Waterproof Pants
 - Ponchos are not recommended
 - Small Personal First Aid Kit (Recommended)
 - Non-Latex Gloves (1 pair)
 - Alcohol Wipe
 - Bandages (Assorted sizes 2 – 3 each)
 - Triple Antibiotic, e.g., Neosporin
 - Moleskin (Blister Prevention/Treatment)
 - Sun Protection
 - Wide brim Hat
 - Sunscreen & Lip Balm
 - Sunglasses
 - Waterproof Matches **OR** Fire Starter, e.g., Flint & Steel
 - Trail Food, e.g., energy bar, gorp, etc.
 - Other Recommended
 - Handbook
 - Watch
 - Pencil & Paper
 - Camp Chair
 - Bandana (Cotton is OKAY)
 - Hand and foot warmers
 - Scarf / Neck Gaiter

Finally, it is **NOT** recommended that you bring any electronics, e.g., smart phones, games, chargers, etc. Electrical outlets are not available.

SCHEDULE

Friday, February 2 nd	
4:00 – 9:00 PM	Arrival & Camp Set-Up
4:00 PM	Registration Opens at Klondoree HQ (Cabin #1)
9:00 PM	Staff Meeting
9:30 PM	SPL & SM Meeting (Cabin #1)
10:00 PM	Taps (Lights Out & Quiet Time)

Saturday, February 3 rd	
7:00 – 8:30 AM	Reveille & Breakfast
7:30 – 8:30 AM	Webelos/Arrow of Light Registration Opens at Klondoree HQ (Cabin #1)
8:45 AM	Assembly & Flag Ceremony (Flagpole)
9:00 – 9:20 AM	Event Session #1
9:20 – 9:40 AM	Event Session #2
9:40 – 10:00 AM	Event Session #3
10:00 – 10:20 AM	Event Session #4
10:20 – 10:40 AM	Event Session #5
10:40 – 11:00 AM	Event Session #6
11:00 – 11:20 AM	Event Session #7
11:20 AM – 1:00 PM	Lunch
1:00 – 1:20 PM	Event Session #8
1:20 – 1:40 PM	Event Session #9
1:40 – 2:00 PM	Event Session #10
2:00 – 2:20 PM	Event Session #11
2:20 – 2:40 PM	Event Session #12
2:40 – 3:00 PM	Event Session #13
3:00 – 3:20 PM	Event Session #14
3:20 – 4:00 PM	Event #15 – Iditarod
4:15 – 4:30 PM	Assembly & Closing Flags (Flagpole)
4:30 – 5:30 PM	Free Time
5:30 – 7:30 PM	Dinner
7:30 – 8:30 PM	Award Ceremony & Cracker Barrel
10:00 PM	Taps (Lights Out & Quiet Time)

Sunday, February 4 th	
7:00 AM	Reveille, Breakfast & Break Camp
8:00 – 10:30 AM	Check-Out at Klondoree HQ (Cabin #1)
8:30 – 8:45 AM	Scouts' Own Service/Interfaith Service (Flagpole)

EVENT NAME	BRIEF EVENT DESCRIPTION
Boiling Over	Patrol will build and light a fire to boil water in less than 5-minutes without using accelerants. (TIMED EVENT)
Snap, Crackle, Pop	Patrol will build and light a fire to “pop” a popcorn kernel within 5-minutes without using accelerants. (TIMED EVENT)
Up, Up & Away	Patrol will lash spars together (round lashing) to create one long pole that they must use to lift a bucket to safety in less than 5-minutes. (TIMED EVENT)
Pulka Push	Patrol will lash skis together to create a sled that they load with 50 pounds and push a required distance in the fastest time. (TIMED EVENT)
The Injured Scout	Blind folded patrol members will create and carry a victim on a stretcher through an obstacle course relying solely on the instructions of the injured Scout. (TIMED EVENT)
Snow Blind	Blind folded patrol members will pitch a tent under the direction of one Scout (not blindfolded) within 5-Minutes. (TIMED EVENT)
Ice Rescue	Patrol attaches their rope they are carrying to a rope provided & then throws it to a victim 25' feet away, who ties a bowline & then is pulled ashore. (TIMED EVENT)
Big Foot Shoe Toss	Patrol will compete in a “horseshoe” type game for 5-Minutes. (POINTS EVENT)
Snowball Toss	Patrol will catch “snowballs” in a bucket held by a patrol member that are tossed over a structure 14' high (POINT EVENT)
Yeti Throw	The patrol creates snowballs & throws them into a "Yeti's" mouth rotating everyone for 5-minutes trying to score as many points as possible. (POINT EVENT)
Don't Spill the Serum	Patrol mashes a rider without spilling the serum across a course in the fastest time. (TIMED EVENT)
Sled Balance	Patrol must get each member and their sled to balance on a platform in the fastest time. (TIMED EVENT)
Snowshoe Tandem Sprint	Patrols will work in teams of two to shuttle a course in the fastest time possible wearing tandem snowshoes. (TIMED EVENT)
Snowshoe Relay	Patrols will compete in a shuttle race for the fastest time possible wearing snowshoes. (TIMED EVENT)
Iditarod	Final event! Traditional over-land sled race with a staggered start time! (TIMED EVENT)

PATROL/DEN EQUIPMENT NEEDED for EVENTS

The Scout Motto is BE PREPARED. As a result, Patrols/Dens are expected to have with them the following equipment for the start of their respective event(s).

- Sled
- 10' or more of Rope
- Kindling & Tinder (Enough for **TWO** Fire Building Events)
- Scout Essentials

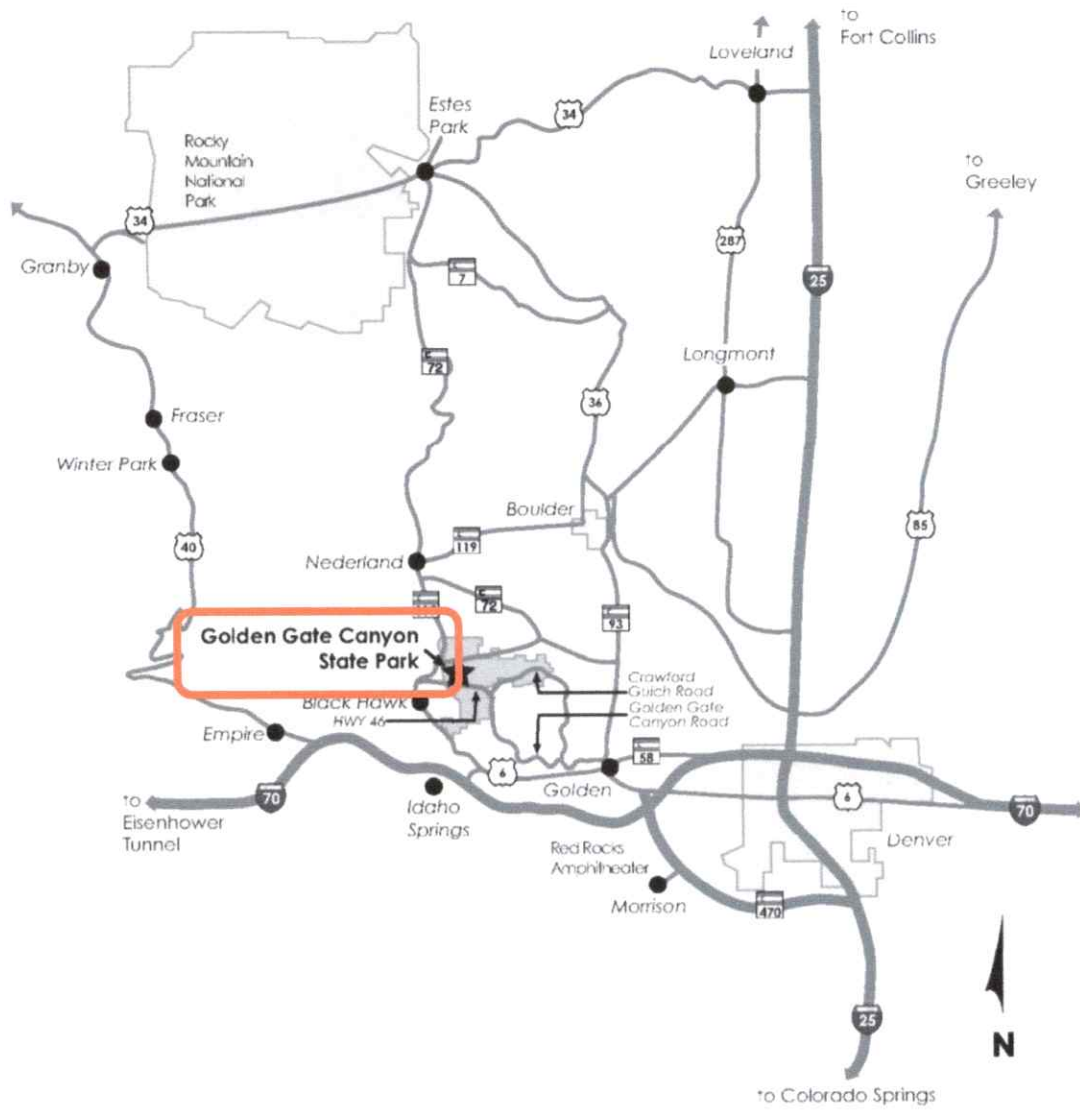
EVENT SCORING

- Patrols/Dens will be ranked either based on elapsed time to complete the task or on points achieved.
 - Fastest TIME → slowest time.
 - Most POINTS → least points.
- The Top Five (5) Patrols/Dens at each event will be recognized at our awards & closing ceremony.



Colorado State Parks

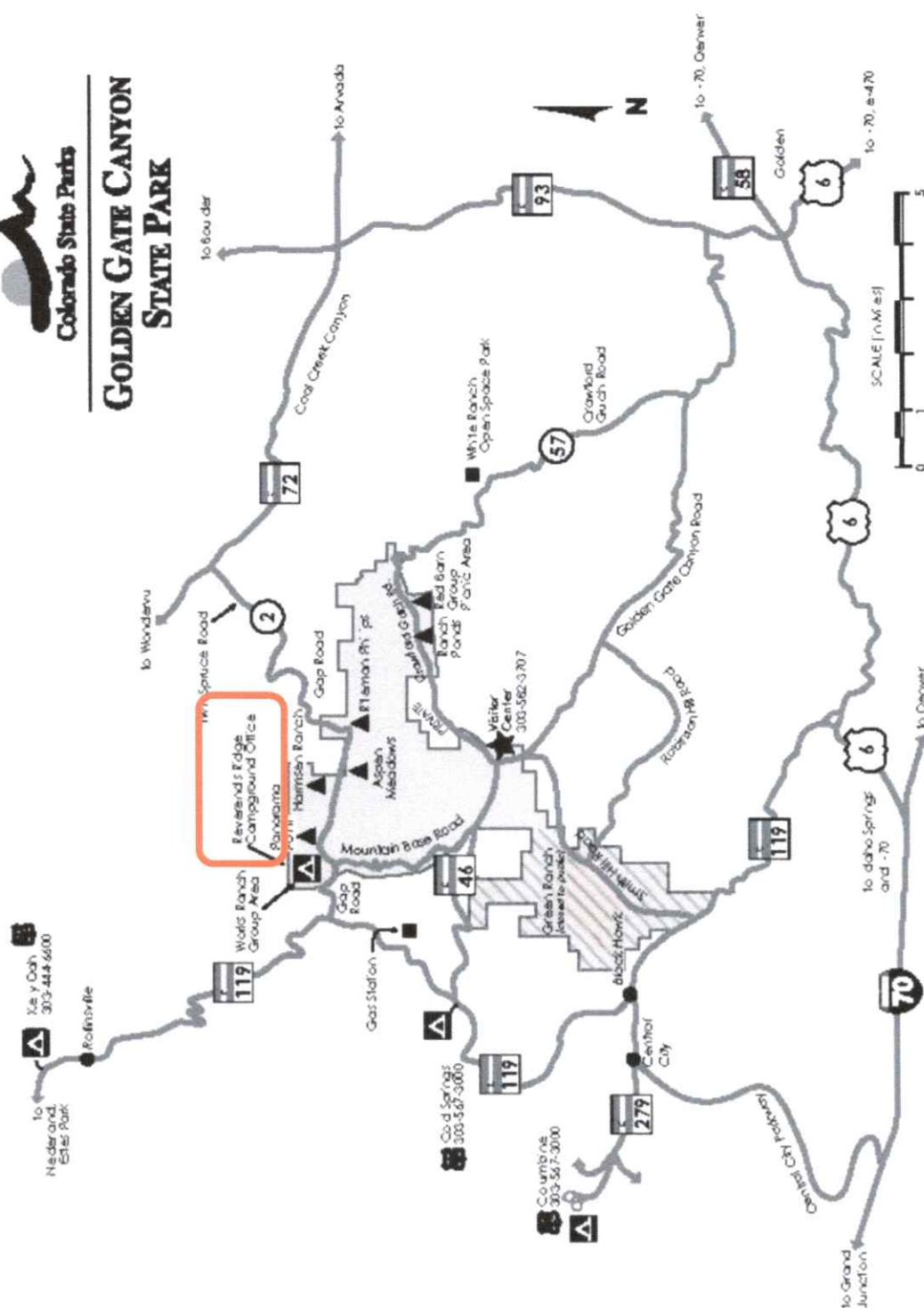
GOLDEN GATE CANYON STATE PARK



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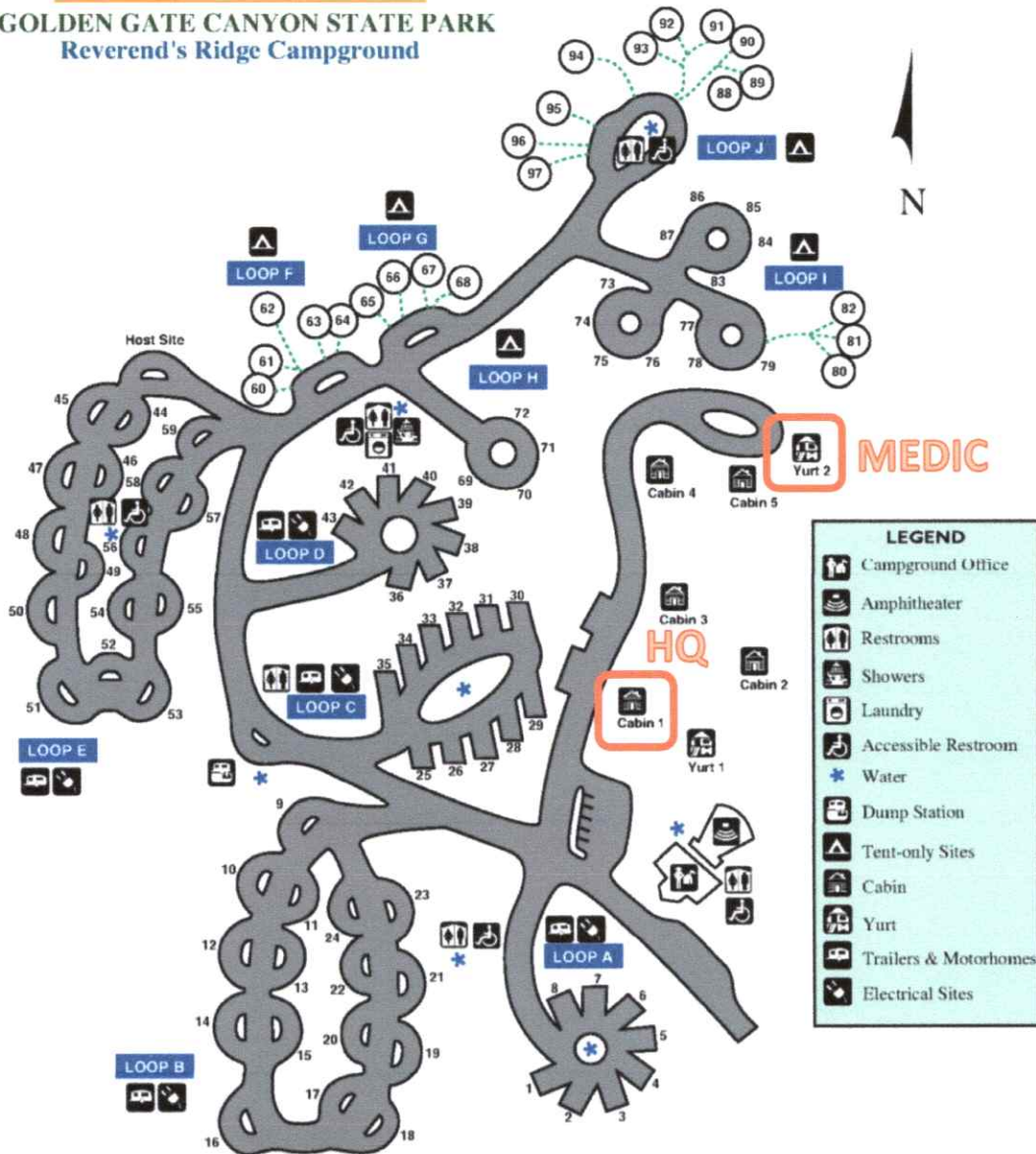
**GOLDEN GATE CANYON
STATE PARK**





Colorado State Parks

GOLDEN GATE CANYON STATE PARK Reverend's Ridge Campground



Reverend's Ridge Campground accommodates tents, trailers and motorhomes. All campsites have natural shade.

POLAR VORTEX CHALLENGE KLONDOREE PARKING PERMIT

DISPLAY ON DASHBOARD


UNIT # _____ CELL PHONE # _____

DRIVER'S NAME _____

This pass **CANNOT** be used in any other part of Golden Gate Canyon State Park.

Valid Friday, February 24 – Sunday, February 4, 2024.

PARK REGULATIONS: • No RVs or Campers are permitted. • You must display this permit in LIEU OF A PARK PASS. • FOR TRAVEL IN ANY OTHER AREA OF THE STATE PARK, A PARK PASS IS REQUIRED! • Mechanized snow removal equipment, including snowplows and snow blowers, are not permitted. • Driving onto unplowed areas, including unplowed site pullouts, is not permitted. Parking is only allowed on the right side of the road as you enter the campground.



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PATROL REGISTRATION FORM

TROOP # _____

DISTRICT _____

PATROL NICKNAME: _____ # SCOUTS _____

YOUTH NAME(S)	AGE(S)

PATROL REGISTRATION FORM

TROOP # _____

DISTRICT _____

PATROL NICKNAME: _____ # SCOUTS _____

YOUTH NAME(S)	AGE(S)

Bring completed form(s) to Check-In (Camporee HQ)

ADULT REGISTRATION FORM

TROOP # _____

DISTRICT _____

[illegible]

DUPLICATE FORMS AS NECESSARY