

Winter Rendezvous

Prince George's District

Klondike Derby

February 15, 2025

American Legion Youth Camp

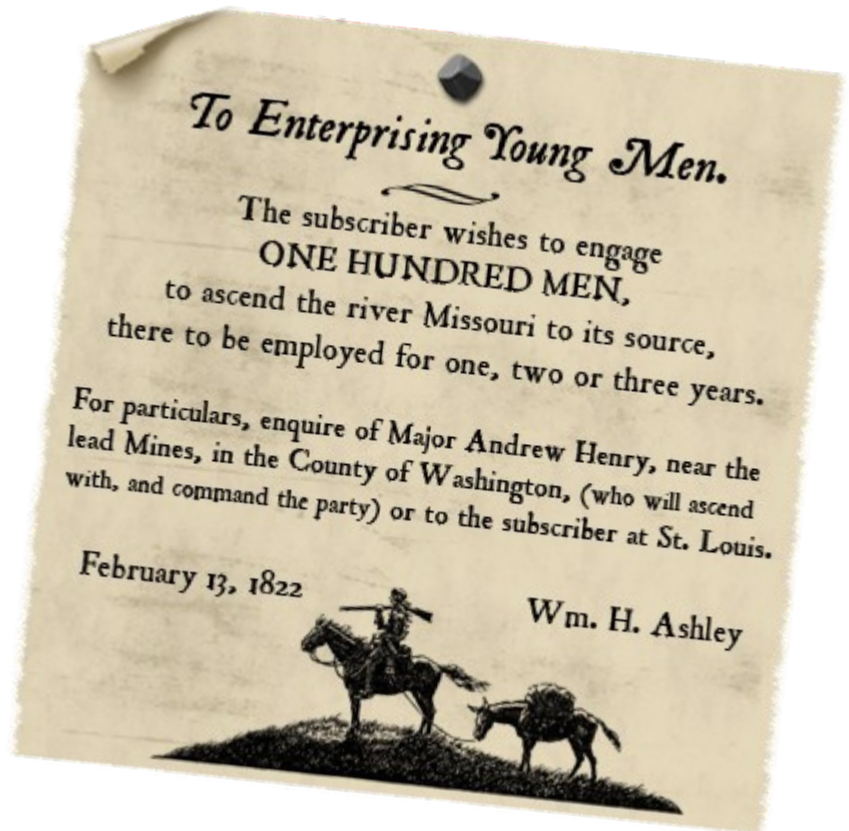
9201 Surratts Road Cheltenham,

Maryland 20623

Explore the rough and tough life of the early fur trappers of the American West at the Winter Rendezvous! We will re-create life during the annual gathering of the mountain men in the Rocky Mountains of the early 1800's.

Mountain Men (Scouts) will demonstrate the crafts and skills necessary to survive during the era of the fur trapper. In a day long competition between Fur Companies (Patrols) a fort full of trappers will challenge the scouts to live how the mountain man lived, and use the equipment that they carried and used.

Tall tales, fun, food, competition, education, camping and a whole lot of strange people will make this a memorable and exciting weekend for Scouts and Venturers!



RENDEZVOUS CONTACTS

BOOSHWAY

AJ Posluszny 570-575-4611 alepos@comcast.net

FORT COMMANDER

Jo Posluszny (570)575-7631
Patuxentactivities@yahoo.com

PROPRIETOR,

PRINCE GEORGE'S FUR COMPANY
Scouting America
National Capital Area Council
Prince Georges District
ncacbsa.org/Patuxent/

CHECKIN' IN WITH THE BOOSHWAY Start Time

The Rendezvous will begin 2/15/25 at 8:30 AM, and last until 4:30 PM at the Legion Youth Camp. Check in starts at 7:30 AM and closes at 8:15 AM on Saturday 2/15. Late entries will be docked points, so make sure you are at registration on time (note: if there is a line, you will not be docked points if you are waiting in line when registration officially closes).

We are looking for stalwart Scouts (16—18) and Scouters to be on our Staff. If you are interested, please contact the Booshway

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Registration and Divisions

Please Read Carefully

Registration will be by Patrol by Troop. Each Patrol includes a MAXIMUM of 8 scouts and 2 adults. There is no minimum number of Scouts for a Patrol, but each patrol should have a minimum of 1 Adult registered with them (If the Troop is only registering 1 Patrol, then 2 Adults must be registered to maintain 2 deep leadership). Please follow the below table for registration Fees and Due Dates.

Registration Type	Register Online	Per Patrol as above	Additional Adults
Early Bird	By 02/01/25	\$70	\$7
Regular	02/01 to 2/11/2025	\$90	\$9
Staff **	Up to 2/11/2025	\$7	

When registering your Patrols, it is only necessary to note how many Patrols, and the Division the Patrol is entering. You are only required to provide a roster when checking in at the event, using the attached roster form. Scoutmasters (or acting Scoutmaster for the day (must be a registered Scouter)) will be required to have Medical forms for all Participating Scouts at the Klondike. The Staff will keep the medical forms at headquarters and return them at the end of the Rendezvous Saturday.

PARTICIPATION REQUIREMENTS - Scouting America has established guidelines for its members' participation in camping activities.

Scouts /Venturers – At least one adult must be present for every eight youth members, but no fewer than two adults. At least one adult must be a registered Scouter, 21 years of age or older.

Arrow of Lights - Arrow of Light Scouts may attend with a parent, provided they are attending with a Scouts, BSA Troop as a guest of the Troop. Arrow of Light Scouts should only be members of a Green Horn Junior Division Patrol

This event is open to all Scout Troops, Venture Crews, and Arrow of Light Scouts.

There is NO Cub Scout Program for this event.

DIVISIONS

Green Horn Junior Division Patrols will have no more than one scout who is First Class or above.

Mountain Man Senior Division Patrols may have scouts at any rank. Scouts under First Class will be required to perform senior division skills.

Most stations will have separate challenges for each division, or scoring criteria. Patrols will be Scored/Judged based on their Division

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Attendance Roster

Troop _____

Fur Company (Patrol Name) Division				
Names of Scouts in Pa- trol:				

Staff/Leader's Names:

Present this form AND a completed Medical Information form for each attendee when checking in at the event!

RENDEZVOUS HAPPENINGS

SATURDAY – February 15

07:30 - 08:15 - **Registration**

08:30 - 08:45 - Opening Ceremony

09:00 - 12:00 - Rendezvous Stations

11:45 - 12:15 - Colter Run

12:15 - 13:00 - Lunch

13:00 - 16:00 - Rendezvous Stations

16:15 - Closing Awards



The Top Four primitive camp rules

1. The Booshway is always right!
2. If it is electronical and someone can see it or hear it turn it off and put it away
3. if you are unsure if something is appropriate ask someone on staff
4. for all other matters, refer to rule number 1.

Scouts should be prepared to display Scout/Patrol Spirit. Patrols will be expected to have a Patrol Flag, Patrol Yell (which they should proudly yell when arriving at program events throughout the day with Native American Sign Language for their patrol name) Patrols will be graded at each station on their ability to work as a patrol as well as showing Patrol/Scout Spirit.

This Camporee is expected to be a very physical Camporee, Scouts will be running, and will be showing team work and team spirit, as well as displaying Scout Skills at all stations.

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Each station will earn your Fur Company up to 10 pelts for trading back East!

Keepin' Warm: At this station the patrols will be challenged to start a fire using a method consistent with the time period for the early 1800's (circa 1815 through 1830). Suggestions for methods are Flint and Steel (no modern striker systems), fire piston, fire plow, bow drill, or magnifying glass to name a few. Be creative, and do some research on your own. While Lucifers (matches) were available, they were a luxury item, so they are not allowed for this competition. Lighters are right out! Once the fire is lit, the patrol will have to burn through a string set at a certain height above the fire. We will provide the leave no trace base/equipment for the fire and string, but patrols must provide their own tinder, kindling, and fuel as well as their means for starting their fire.

Make like a Medicine Man: Patrols will be presented with a first-aid case common to the mountain men. There will be a variety of scenarios presented (only 1 per patrol), all will require basic first-aid skills found in either the First-aid merit badge booklet or the Scout handbook. Patrols must provide first-aid supplies. All basic scout first-aid kits should handle the cases presented.

Find yer way: Patrols will navigate between points to find a hidden message. Patrols should provide their own compass/compasses (Minimum of 1 compass per patrol). Electronic compasses or GPS Units/Cellphones are NOT permitted.

Outta the weather: Patrols must build tarp shelters for protection. These shelters can be large enough to fit all members of the patrol under a single tarp/construction, or small enough to fit 2 people. ALL members of the patrol must have shelter at the same time, you cannot trade off. Build multiple shelters if needed. No tents allowed. Patrols must provide their own Tarp, cordage, and staves to build their shelter(s). We recommend using a cloth painter's tarp for authenticity, but plastic tarps are acceptable. Tarps can be used as part of your carrying system.

Keep yer eye on the Target: Tomahawk throw for points. All Equipment will be provided.

Coulter Run: This is a fun event. All Scouts will participate in this commemorative foot race just before Lunch.

Feats o' Strength: Scouts will be challenged to toss a Caber or "Shot" for distance. The farther you throw, the higher the points. All scouts in the patrol will be required to make 1 toss, some possibly 2 to make even numbers of throws for all patrols. Points will be totaled for the patrol score at the end.

Trackin' the Critters: Patrols will have to identify animals based on animal prints, furs, or other "artifacts". Patrols will not need to provide any material for this station.

Mountain Man Gear: Patrol members are required to use an equipment carrying method used by the Mountain men. This includes Pack Baskets, possible bags, horseshoe packs/blanket rolls, and pack frames. No travois, sleds, wheeled sleds, or wagons are allowed due to restrictions of the facility where the event is held. Scouts will also be graded on their dress as a mountain man. It is not necessary to dress as a mountain man to participate, but it make the event "funner"...

Patrols will also be required to have at least 3 Scouts sign their patrol name using the Native American Sign Language available in the Boosway's Guide (Resources section) at the end of this packet. This language will also be used in Find yer Way for the hidden message. Patrols must provide a pictographic representation of their name so we know you are doing it right!

For Resources about any of these stations see the Boosways Guide!

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Watch Out For Hazards Along The Way

Like the mountain men of the early west, it is possible to encounter roving bands of rival trappers, or Indians that can take some of your pelts if you cannot pass their challenge. These challenges will be based on basic scout skills and knowledge found in your scout handbook.

Find the old Trapper

Search the rendezvous for the likes of Jim Bridger, Joe Meek, Jedediah Smith and Hugh Glass. Befriend the ol' Trappers to earn extra pelts and hear a tall tale or two!

Awards

Spirit of the Rendezvous

Any patrol that attends with all Scouts dressed as a mountain will receive this award. Please notify the Booshway before attending that you plan to ALL come in mountain man gear so we have enough awards on hand.

Booshway's Award

This award is given at the Closing Ceremony to the unit that does the best job representing a group of mountain men. Judging is the sole responsibility and at the total discretion of the Booshway. Things he will look for are: all the scouts and leaders dressed as mountain men and women. Does the unit work as team with all involved and show esprit de corps. A team that gives service to better the Rendezvous will draw the attention of the Booshway,

Best Dressed Mountain Man

This award is given to the Individual Scout(s) who have done the best job dressing like a mountain man. We will look for authenticity, completeness, originality and style. Scouts should be competing with an outfit they put together and must be wearing it at the closing ceremony.

Jim Bridger Top Unit Award

This award is presented at the closing ceremony to the Fur Company that accumulates the most pelts. Up to 10 pelts may be earned at any of our Rendezvous stations. Additional pelts may be earned for completing certain challenges or awarded at the Booshways discretion.

LUNCH

Fur Companies are to pack and prepare there own Lunch.

Lunch on Saturday Should include the following

- > Appetizer
- > Hot Soup
- > Main Course
- > Vegetable
- > Dessert
- > Hot & Cold Beverages
- > Use of Teamwork to make lunch
- > Cleanup of Lunch Area
- > Grace
- > Invitation of Klondike Staff Members to join group for lunch

This lunch should be enough for each member of the patrol and 1 or 2 Klondike Staff. Because of the limited preparation and clean up time lunches should be chosen carefully. Use of propane stoves or backpacking stoves for cooking is encouraged.

SCORING

Each team will be given a “passport.” This passport ***MUST*** be returned at the end of the day to the scoring office for the team to receive credit for their events! More information will be given on the day of the Klondike to the SPL and Scoutmaster.

There will be 9 scored stations, plus several bonus extra credit activities.

Scouts should be prepared to display Scout/Patrol Spirit.

Sleds will be expected to have a Patrol Flag, Patrol Yell (which they should proudly yell when arriving at program events throughout the day).

Patrols will be graded at each station on their ability to work as a patrol as well as showing Patrol and Scout Spirit.

This Camporee is expected to be a very physical Camporee, Scouts will be running, and will be showing team work and team spirit, as well as displaying Scout Skills at all stations.

Your Fur Company should be prepared to carry at least the following items:

Matches—

Kindling/Wood for a small fire

Leave no Trace Fire materials

Tarps

Twine

Garbage Bags

Compass

Dinnerware & Utensils

Camp Shovel

Paper w/Pen or Pencil for each scout

Blanket

Troop and/or Patrol Flag

Scout Handbook

Propane Stove or Backpacking stove w/Fuel

Food For lunch

Cook Kit with Skillet

3 or more scout staves

First Aid Kit

Pocket Knife for Each Scout

Each Scout should have their Scouting

Essentials

Other items that you may see fit

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Other Stuff you need to know

GROUND FIRES ARE NOT PERMITTED – Fires contained completely above the ground will be permitted. **FIRES MUST BE ATTENDED AT ALL TIMES!** Charcoal grills and/or propane stoves, with proper supervision, are recommended for cooking. Firewood is not available at the Camporee site.

WATER – Units are to provide unbreakable containers to transport water from water source to their campsite. The water source is not to be used for any other purpose, such as washing up, brushing teeth, cleaning cooking/eating equipment, filling personal drink containers, playing, etc. **Adult and youth leaders are responsible for maintaining discipline at the water source!** Rule violations may mean dismissal from the Event.

LOST AND FOUND – Items found should be turned in at the Headquarters area. Items may be claimed during the Camporee or at subsequent Roundtables.

SANITATION – Indoor male and female bathroom facilities will be available in the bath house. The shower section is **OFF LIMITS**. Since both adults and youth will be using the facilities, showering is against Scouting America Youth Protection guidelines.

The cleanliness of the bathhouse is the responsibility of everyone using them. Anybody observed abusing the facilities will be immediately brought to the attention of the unit leader and that unit will be required to clean the facilities and/or pay for any damage.

TRASH – All trash must be placed in appropriate containers and removed from the Event site at the conclusion of the Event. Cooking grease must be placed in a covered container and discarded with the trash. Waste water used for clean-up is to be scattered well away from any inhabited campsite, preferably along a tree line. Solid waste should be screened out before scattering the waste water. Cooking grease and waste water must never be discarded in the latrines. **DO NOT PLACE ANYTHING IN THE DUMPSTER!**

FIRST AID – A First Aid station located at headquarters will be staffed at all times during the Event. All injuries should be brought to the attention of the First Aid staff in order to evaluate, treat and log the incident. If a victim cannot be moved, two (2) runners should be dispatched to the First Aid station to summon assistance. The runners must be able to quickly and calmly describe the location and nature of the emergency in order to dispatch proper medical personnel and equipment.

UNIFORMS – Not required. Please dress for the weather and the Event (See information on Dressing like a mountain man in the Booshway's Guide.

FOOD – Patrols are expected to plan, pack and prepare their own food, No food will be provided for units by the Event.

EQUIPMENT – Now here is where you need to be prepared. Read the challenges carefully, bring what you need, including your Scout Handbook...

SLEDS/WAGONS/TRAVOIS are NOT permitted for this Klondike Derby. All gear must be carried on your person. See the Booshway's guide for period appropriate methods.

OVERNIGHT CAMPING – Troops are welcome to stay over Friday and/or Saturday night. However, there will be no planned activities for this time. It is the troop's responsibility to make appropriate arrangements for the use of the facility for this time. Troops must also provide their own firewood and Leave no trace (raised) fire pit for any fires they may wish to have if staying overnight.

CHECK IN – All troops are asked to arrive early and check in between 7:30 and 8:15 am on February 20th, 2016. Check-in will require that each troop send an adult leader and the senior patrol leader to the <<Designate Location>>. They should bring a completed attendance roster (enclosed) and a personal health history form for each participating Scout and Scouter. We will collect the roster and medical forms. Medical forms will be returned at to the Scoutmasters at the end of the event on Saturday.

TOUR PERMITS – Local tour permits are not required for District events.

MEDICAL INFORMATION FORMS – Each adult and youth member attending the Event must provide a properly filled out Medical Information form found at https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf when registering. Units may duplicate the form locally. Forms will be returned at the conclusion of the Event. Unit leaders should ensure the medical information provided is accurate and that attendees have any required medication and/or equipment with them.

VEHICLES – VEHICLES MAY NOT ENTER THE CAMPGROUND AREA AT ANY TIME! PLEASE LIMIT THE NUMBER OF CARS COMING TO THE EVENT. CARPOOLING IS RECOMMENDED. VEHICLES WILL PARK IN DESIGNATED AREA AND ALL EQUIPMENT MUST BE CARRIED TO CAMPSITE. THERE WILL BE NO EXCEPTIONS.

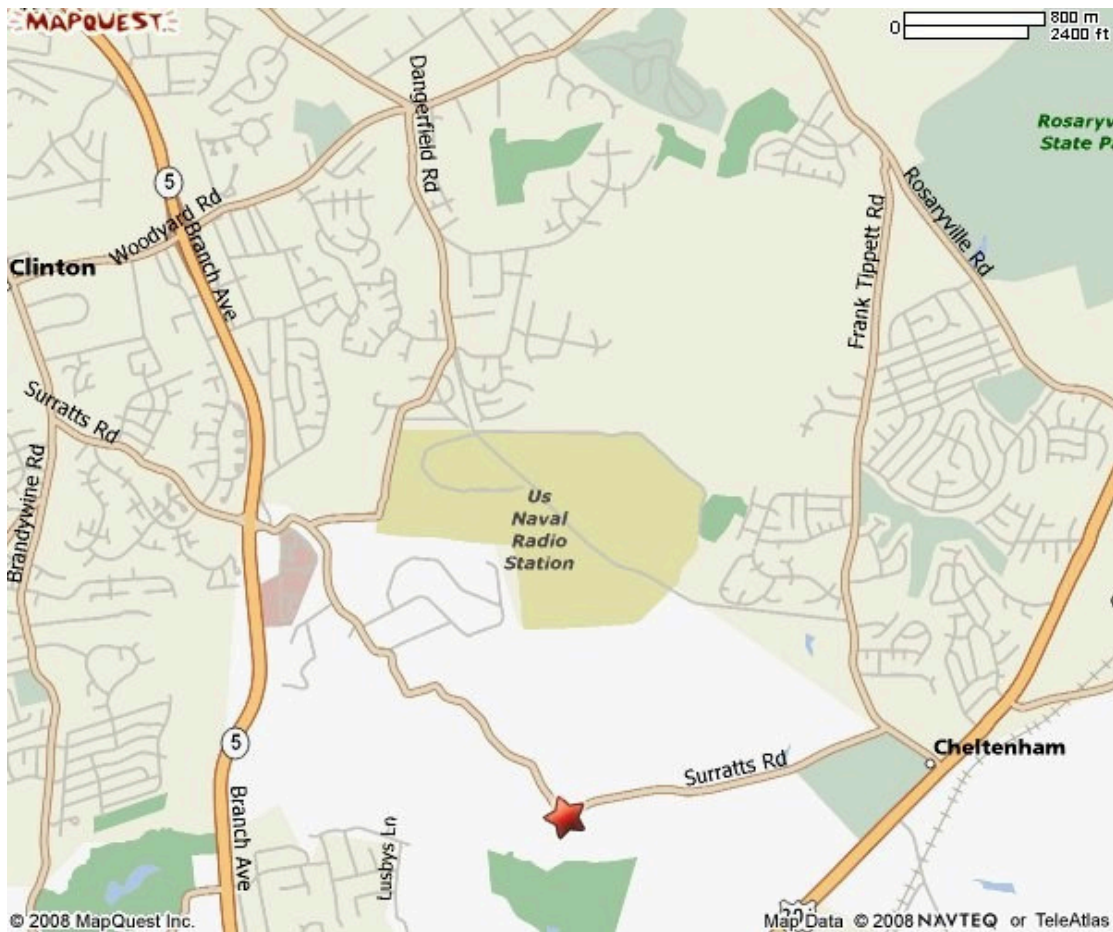
ELECTRONIC EQUIPMENT – . To replicate the Mountain Man experience Scouts may NOT use ANY electronic Equipment. If we see electronic equipment out, for anything other than a medical emergency, your team will lose points. Unit electronic equipment in support of health and safety, such as a Radio or Scanner used to monitor weather information, Amateur/CB Radio communication capability or Cellular Telephones for EMERGENCY purposes only, is permitted, Outside of the program areas.

Family Radio Service (FRS) transceivers tuned to channel seven (7) are used by event staff for communication. Event participants are not permitted to use this channel at any time during the event



TRAVEL DIRECTIONS – Use the below map to determine your best route to the Winter Rendezvous. Camporee Address is:

Southern Maryland District
AMERICAN LEGION YOUTH CAMP
9201 Surratts Road
Cheltenham, MD 20623



All rights reserved. Use Subject to License/Copyright | Map Legend

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Dress like a mountain man



on



Here are some ideas how to look like a mountain man. Please layer appropriately beneath your gear for warmth!

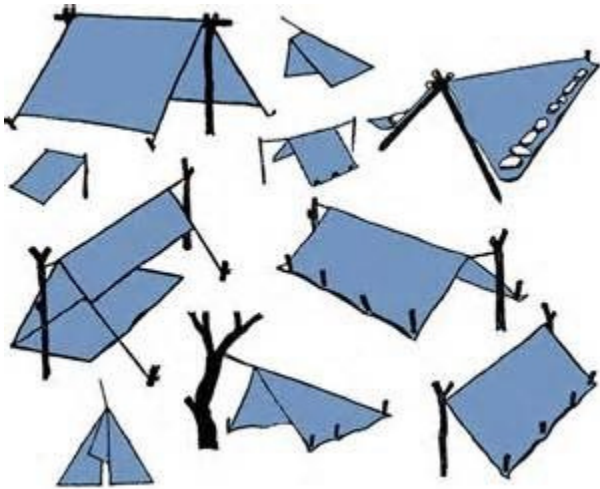
Mountain men would have worn fur and wool layers as outer and underwear for warmth.

Per council rules you may not carry a sheath knife at our rendezvous!

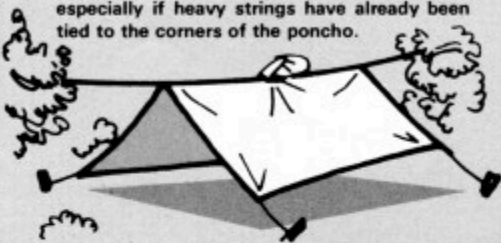

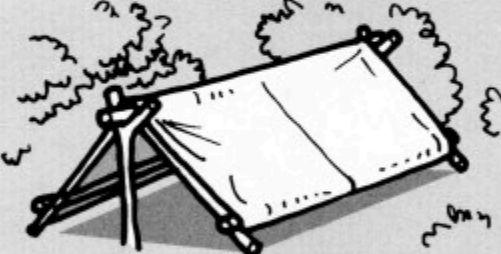
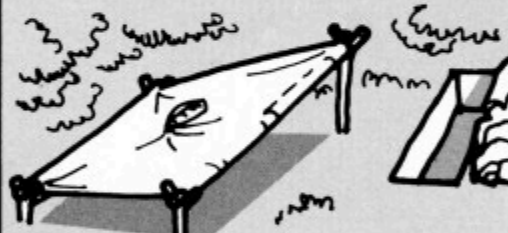
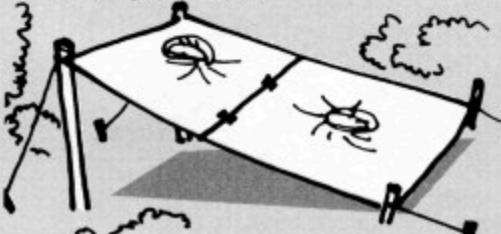



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Here are some ideas for simple shelters. Modern tents as we know them were not invented yet, so a mountain man made canvas, skin or natural material shelters.

EXAMPLES OF PONCHO SHELTERS	
<p>HASTY SHELTER-CANOPY FASHION A hasty shelter is made by suspending the poncho from low underbrush. Due to its simplicity, it can be easily erected at night, especially if heavy strings have already been tied to the corners of the poncho.</p> 	<p>HASTY SHELTER-CANOPY FASHION This is another hasty shelter pitched canopy fashion.</p> 
<p>PONCHO AND SPREADER BARS This is a hasty shelter using a poncho and two branches for spreader bars.</p> 	<p>LOW SILHOUETTE SHELTER This low silhouette shelter can be used while improving fighting positions. It can be lowered by removing the front upright supports.</p> 
<p>PONCHO SHELTER Two ponchos fastened together will shelter four soldiers from the rain. Extra ponchos can be used as ground sheets.</p> 	<p>SLEEPING-PLATFORM AND FOOTREST The following type of shelter may be used for a longer stay in more secure areas. A sleeping-platform and footrest protect from dampness and insects.</p> 

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Primitive pack ideas.

Remember all gear must be carried on your person!

Pack Frames



Blanket Roll



Possibles bag







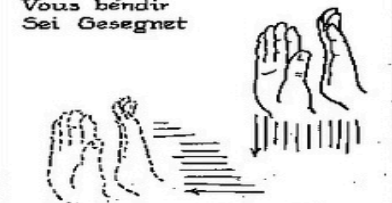
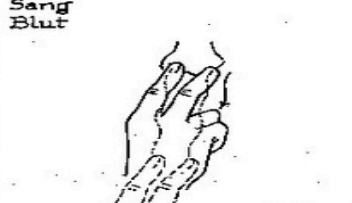
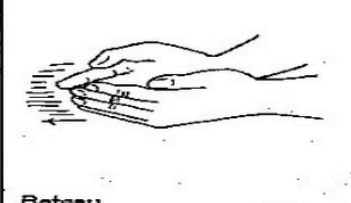
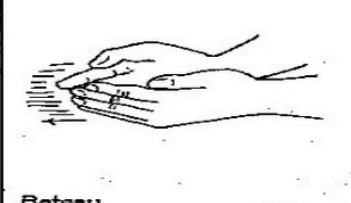

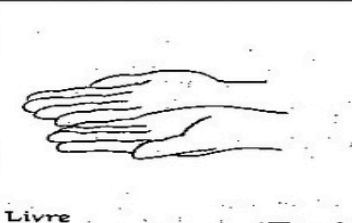
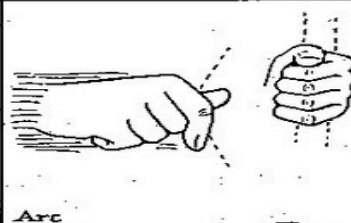
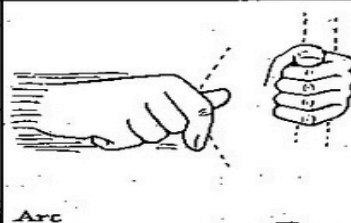
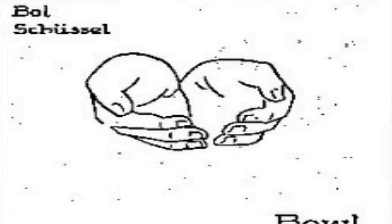
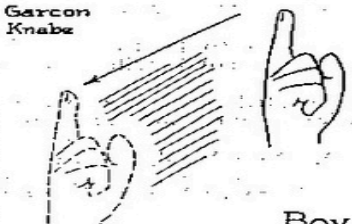
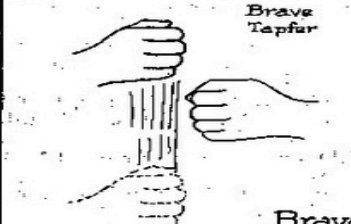
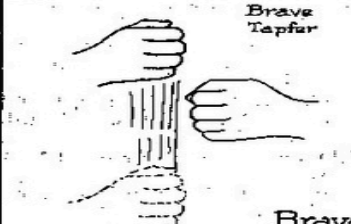
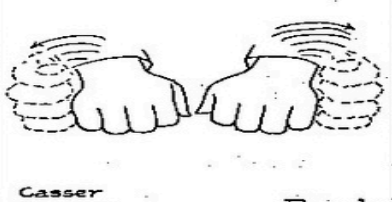
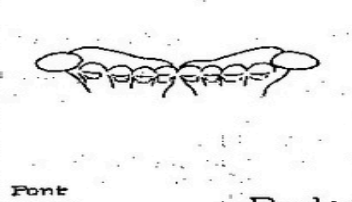
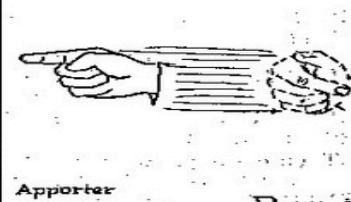
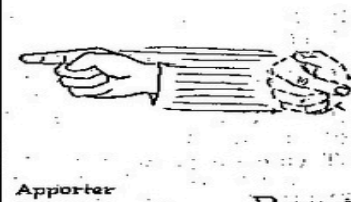
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Native American sign language was the lingua franca (Common Language) of the plains Indians allowing varying tribes and traders to communicate with each other. It is closely related to modern American sign language or asl.

Use sign language to introduce your Fur Company at each station

Visit <https://bsa344.com/Native%20American%20Sign%20language.pdf> to determine the signs needed to sign your patrol name. Be sure to bring the pictograms with you so we can understand your sign!

 Gros Gross	 Big	 Oiseau Vogel	 Couverture Decke
 Vous bénidir Sei Gesegnet	 Sang Blut	 Bateau Boot	 Boat
 Chapeau Haubiz	 Livre Buch	 Arc Bogen	 Bow
 Bol Schüssel	 Garçon Knabe	 Brave Tapfar	 Brave
 Casser Brecher	 Pont Brük	 Apporter Bringen	 Bring