

Heritage Trails District Klondike/Winter Camporee

“BACK TO THE FUTURE”

January 31 – February 1-2, 2025

Camp Tuckahoe Dillsburg, PA

Scouts BSA, Venture Crews, Sea Scouts, Webelos, Arrow of Light Dens

The **Klondike/Winter Camporee “BACK TO THE FUTURE”** will test your skills and team work. Can you rise to the challenges where the past meets the future? To **“Be Prepared”** is your motto even if it is not on the equipment list.

Bag lunches per scout are again in order for your trek. Theme related Patrol Flags will be judged. A sled race will be held after the afternoon program and **NO Wheels** for the sled race. Sleds should be modified to appear as the DeLorean time machine in the Back to the Future movies and will be judged.

Rosters must be presented upon arrival and only preregistered participants may attend.

Equipment List (per Patrol/Den)

Compass	Bag Lunch (per scout)	Scout Field book
Paper & Pencil	Water (per scout)	Scout Handbook
1 st Aid Kit (winter)	2 Staves	1 Tarp 8ftx10ft
Patrol Flag (Theme related)	1 Blanket	50ft Paracord
Tinder, Matches, Fire building materials		1 Bow Saw
1 Pie Iron		

Remember to “BE PREPARED” is to have it even if it is not on the list!!

REGISTRATION THROUGH TENTAROO

DISTRICT _____ TROOP/CREW/PACK # _____

OF PATROLS/DENS _____ # OF YOUTH _____ # OF ADULTS _____

TOTAL X \$10.00 = _____

FRI/SAT/SUN _____ SAT ONLY _____

WILL YOUR UNIT BRING A TRAILER? YES _____ NO _____

NAME OF ADULT UNIT CONTACT _____

PHONE # _____ EMAIL: _____

**REGISTRATION MUST BE ENTERED BY FRIDAY, JANUARY 3, 2025 TO INSURE
PATCHES AT THE EVENT**

General Information

Theme: "BACK TO THE FUTURE" will challenge your skills of Scouting and knowledge. So, **BE PREPARED.**

Contact Information: If you have general questions or concerns contact:

District Executive Tyler Roman at 717-825-0295 or Tyler.roman@scouting.org

John Hess at 717-968-5782 or Jhess7477@gmail.com

Registration: The registration for this event must be done through TENTAROO. The fee is \$10.00 per scout/leader attending.