

The New England Royal Rangers'

Winter Pow Wow & Yukon Day



"Finish Strong!"

“Blessed is the man who perseveres under trial, because when he has stood the test, he will receive the crown of life that God has promised to those who love him.”
James 1:12 NIV

FCF Theme: Our Winter Pow Wow and Yukon Day will feature the Frontiersmen Camping Fellowship. FCF Brothers are invited to participate. Come and share your skills and experience with our boys. FCF members are encouraged to wear your outfits throughout this event.

FEBRUARY 19-21, 2016
Fair Haven Camps
Brooks, ME

New England Winter Pow

Wow 2016

Guest Speaker

Rev. Ed Shearer Secretary Treasurer, NNED



Pastor Ed is an ordained minister with the Assemblies of God.

Combining more than 20 years of pastoral ministry experience with over 15 years of lay experience, Pastor Ed has been involved in almost every aspect of church ministry. After serving on staff at Community Bible Church, Ed was appointed Director of Church Ministries where he served 14 years until accepting his current position of Secretary -Treasurer in 2013. As part of his portfolio he also serves on the board of Trustees of Northpoint Bible College. The Men's Ministry and Royal Rangers are under his supervision as well. He has always been a supporter and friend to the Royal Rangers ministry, and is often seen at district events. We look forward to what Pastor Ed has to share with the Rangers at this year's winter gathering.

MAINE YUKON DAY GENERAL GUIDELINES



☞ **SUPERVISION** -- Commanders are ultimately responsible for the supervision and safety of boys from their Outpost. This responsibility is not assumed by the Staff at Maine Yukon Day. Commanders are expected to intervene when unsafe or unchristian behavior is observed from Rangers in other Outposts as well. Please take advantage of those “*teachable moments*.”

☞ **FORMS** -- Each Outpost must have a completed, signed Supervisory Activity Certification Form (enclosed). Each boy and adult leader **must** have an Emergency Medical Form completed as well (enclosed).

☞ **MEDICATION** – Outpost Coordinators are responsible to ensure medications are brought and administered timely. Please inform the First Aid Officer upon arrival of all medications being administered.

☞ **CLOTHING** – The Senior Commander is responsible to ensure each boy brings adequate winter clothing. Boys must have head covering, gloves or mittens, and winter boots, which are to be worn at **all times** when the boys are outdoors. Outposts may lose points toward “Top Outpost” for each boy in their Outpost who arrives without any of the above, and no boy will be allowed to compete in the Yukon Day activities without them.

☞ **RANGER STORE** – The Ranger Store will be available Friday PM through Saturday PM. This is for Rangers and Ranger Leaders only. Outposts wishing to sell items are encouraged to do so. Outposts may be

assigned a specific area to sell their items, or they may put the items in the Ranger Store on a consignment basis and have them sold for them.

☞ **UNIFORM** - Boys and leaders should bring their Utility Uniforms to wear at evening assemblies and Sunday Morning service. During activity times boys will want to wear their patrol outfits. FCF members are encouraged to wear their outfits throughout the event. Leaders may choose Utility or Ranger Casual.

☞ **HUNTER'S TREK** –The next Hunter's Trek will be held in 2016, if qualified boys sign up. This is an FCF sponsored activity. You must complete the *Polar Bear Survival Club*, *Five Mile* and *Snowmobile Treks*, and be a member of the *FCF* to apply for the Hunter's Trek. A bronze mountain man trophy is awarded on completion. A separate written application must be received by Jan. 20 to enter the Hunter's Trek.

☞ **YUKON JACK 5-MILE TREK & SNOWMOBILE TREK** – Both of these will be available for boys who have earned the "Polar Bear Club" patch. See enclosed "Patch Requirements" for further details.

☞ **INFORMATION SHEET** -- The enclosed "Information Sheet" is provided for your use, should you choose to send it home to parents. Feel free to make adjustments or personalize for your Outpost.

☞ **SLEEPING ARRANGEMENTS** -- Sleeping arrangements are on a first come first served basis. Sleeping areas will be assigned as Outposts Register. Outposts will not be allowed to move to their sleeping area until they have completed the Registration process, and have been given a "Sleeping Quarters Pass". Security Staff will then show the Outpost Leader to the sleeping area assigned. Sleeping quarters will be either upstairs in the lodge, or in the gym. Foam mattresses will be available in the gym, but some may find it more comfortable to bring a cot or air mattress.

SUPERCABIN — The super cabin sleeps 30, and is available on request for any outpost that wishes to reserve it. Please indicate on your registration form if you wish to reserve space in the cabin. (Limit- 30)

Camper cabins also may be used, but you will need to provide a heat source, such as a wood stove or propane heater. If you want to use a cabin, please indicate so by emailing the Camp Commander, Pastor Tim Haynes, by February 1, at calpenchu@myfairpoint.net.

NOTE: Sleeping arrangements are generally crowded on Friday evening. This eases up on Saturday night, as many Rangers and Leaders sleep outside for the Polar Bear Patch or one of the Yukon Jack Treks.

☞ **KNIVES** – Knives are not allowed for *any boy* at District events, with the *exception* of FCF members *in outfit*, and GMA recipients. There will be no other exceptions to this rule.

☞ **SMOKING** -- Smoking is **NOT PERMITTED** on Camp Fair Haven property.

☞ **ALCOHOL** – Alcoholic beverages are strictly forbidden. Anyone found with alcoholic beverages in his or her possession will be asked to leave the premises immediately, and banned from future District Royal Ranger events until further notice.

☞ **OFFICIAL TIME** – The official time at Maine Yukon Day will be the clock at Registration. Commanders and boys are advised to synchronize their watches with this clock.

☞ **GENDER POLICY** – The Royal Ranger ministry is not a co-ed ministry, as it is designed to mentor young boys. Female leaders participate in Ranger Kids only. Wives and daughters attending Maine Yukon Day as support staff are restricted to the Main Lodge and grounds during events. Visiting females are free to walk about the grounds to observe boys competing in events. All buildings and sleeping areas, other than the Main Lodge and dining area, are **off limits** to **all** females at **all** times. One sleeping area in the main lodge is reserved for the female food service staff. A small house behind the Main Lodge is reserved for other female staff. Female support staff planning to attend, other than the food service staff and registration, must contact the Camp Commander in advance to guarantee available sleeping area. Females attending Maine Yukon Day

and planning to stay overnight may want to use the local motel, which is approximately eight miles away. We will provide a morning and night shuttle to the Motel if needed.

☞ **MOTEL** – The nearest motel is the Comfort Inn Ocean’s Edge on Route 1 in Belfast. It is approximately eight miles from Camp Fair Haven. Anyone wishing to stay at the Comfort Inn may make reservations by calling 1-800-303-5098 or 207-338-2090. They have a free continental breakfast, indoor pool and sauna. This does not include Outpost Leaders who are responsible for the oversight of boys.

If you have any QUESTIONS or SUGGESTIONS whatever about Winter Pow Wow, please feel free to call the Camp Commander at (**207 399-3612, 207 696-3316**), or EMAIL at calpenchu@myfairpoint.net.

Pastor Tim Haynes

*Pastor Tim Haynes
Camp Commander*





YUKON DAY



YUKON RACE RULES

Commanders should have patrol members review these instructions and determine, on their own, what supplies they need in order to successfully complete each station. (Do not deprive your Ranger boys of the many “Teachable Moments” awaiting them)



OUTSTANDING PATROLS -- Outstanding Discovery, Adventure and Expedition Ranger patrols are determined by the score received in the Yukon Race, along with scores for patrol yell/song/skit during assembly, points for placement in the Dog Sled Competition, KP Duty and other tasks. Patrol members may also gain extra points for their patrol by reciting the theme scripture (James 1:12) to one of the designated commanders for a token (one per boy).



PATROL SIZE – Patrols cannot exceed 8 boys.



SUPPLIES -- All supplies needed to complete the stations, unless clearly noted otherwise, must be provided by patrols and be on their dog sled.

Patrols may not return for supplies once they begin the race. All supplies must be on the sled from the start of the race. Backpacks are not allowed. If a patrol returns to the main lodge or gymnasium, that patrol may not return to the race. Discovery Ranger patrols may take a break in the main lodge but must be **“Honest”** and not add any supplies to their sled.



PATROL DESIGNATION – Designation will be based on highest grade level of the boys. A boy may move up, but not down. For example, an Adventure Ranger could not be in a Discovery Ranger patrol. Thus, if you have one Adventure Ranger and all others are Discovery Rangers, that will be considered an Adventure Ranger patrol, as if all of the Discovery Rangers moved up. ***Patrols must keep the patrol name they pre-registered with and cannot change it upon arrival at Camp Fair Haven.***



COACHING -- Commanders may coach (not teach) the Discovery Rangers during the Yukon Race. The intent of this is to reinforce skills previously taught in the Outpost, not teach new ones during the race. Also, we want to ensure a safe environment for these younger boys. If a Discovery Ranger patrol appears to be doing fine on their own, Commanders should provide as minimal assistance as possible. This is an opportunity for the patrol to work together as a team.

Commanders and leaders are expected to be **“Honest”**, and not assist the Adventure or Expedition Rangers during the Yukon Race *in any way.* The intent of this event is for patrols to measure their skill level against other patrols. Patrols should not be “stacked” with experienced Rangers who normally are not part of that patrol. Commanders should communicate this to the boys in their Outpost, so they do not feel like “losers” if they do not attain the Outstanding Patrol.



RADIOS – Radios and Cell Phones may not be used during the Yukon Race for communication.



SCORING – Stations on the Yukon Race will be scored in various ways. Some will be “Pass/Fail” while others will be scored on the degree of completion. Patrols will receive points at every station they attempt, even if they do not successfully pass it. The key is to pass as many stations as possible and to participate in every station. Teamwork, planning and a “can do” attitude are essential! In the event of a tie score, both patrols will be recognized as “Outstanding Patrol.” Patrols will have additional opportunities to earn points during the weekend. Details will be provided at MYD.



REPORTING – Each station will have a Station Commander, who will be wearing an orange vest. Patrols are to report to the Station Commander. The Patrol Guide will report, holding his patrol standard in his left hand, standing at attention and saluting with his right hand. An example of the proper reporting is: **“Eagle Patrol Outpost 10 reporting for Rescue Station, Sir.”** The Patrol Guide will drop his salute ONLY after the Station Commander salutes. All patrol members will be standing behind the Patrol Guide, near their sled. Patrols will receive 10 bonus points at each station where they properly report.

NEW ENGLAND WINTER POW WOW And YUKON DAY

SCHEDULE

FRIDAY

3:00	PM	Registration and Check-in starts – Main Lodge
3:00	PM	<i>Polar Bear Club</i> shelter set-up – Designated Sites
6:00	PM	Soup, snacks, fruit, drinks & sandwiches available – Dining Hall
7:30	PM	Opening Assembly – Main Lodge – All required to attend
9:00	PM	Commander's <i>and</i> Leader's Meeting – Dining Hall
10:00	PM	Off to Sleep Quarters
10:30	PM	Lights Out – Sleep tight Rangers!

SATURDAY

6:00	AM	Reveille - up & at 'em, Rangers!
7:00	AM	Breakfast – Dining Hall
8:00	AM	Morning Assembly – Worship & Devotion
8:30AM-12:30PM		Yukon Race for Outstanding Patrols
8:30AM-12:30PM		Ranger Kids Activities start – Main Lodge
12:30 – 1:30	PM	Lunch – Dining Hall
2:00 - 3:00	PM	Dog Sled Race
2:30	PM	Yukon Jack Snowmobile Trek departure time
2:30	PM	Yukon Jack 5 Mile Trek departure time
2:00 – 4:00	PM	Ranger Kids Activities resume – Main Lodge
1:30 – 3:30	PM	<i>Polar Bear Club</i> shelter set up – Designated Sites
4:00 – 5:00	PM	Nap Time for Ranger Kids
5:00	PM	Evening Meal – Dining Hall
6:30	PM	Ranger Kids Awards Ceremony – Main Lodge
7:00	PM	Evening Assembly (Patrol Yells/Skits/Song)
8:30	PM	Worship & Devotion – Main Lodge
9:30	PM	Commander's Meeting – Dining Hall
10:30	PM	Devotion & Lights Out

SUNDAY

6:30	AM	Reveille – Wake up and thaw out!
7:30	AM	Breakfast – Note: Sleeping areas must be inspected prior to eating
9:00	AM	Sunday Morning Church Service & Awards Assembly
11:00- 12:00	PM	Dismissal and Cleanup *

***Note: Outposts are asked to help in the Lodge and Gym clean-up prior to the “mass exodus” from the Camp on Sunday. Please sign up for cleanup duties at the Saturday night Commanders Meeting. We will all be tired and ready to head for home, so your help is much appreciated. Please check the LOST AND FOUND table in the Lodge before leaving. If you find unclaimed items during cleanup, please bring them to the Lodge to be returned to their owner. If you discover after you have left that a boy has left something behind, please notify the Camp Commander ASAP to reclaim your lost items.**

REMEMBER:

“Royal Rangers start on time and end on time, so be on time.”



MYD Penguin Patrol

The Polar Bear Club

Any registered boy or leader may try to earn the **MYD Polar Bear Club Patch**, by sleeping outdoors on Saturday night. You may use a tent or a survival shelter of your choice. All sleeping bags must be inspected by the event coordinator, to be sure that they meet minimum temperature ratings. Be aware that the overnight temperatures could drop below zero in February, and be prepared.

To earn the **Polar Bear Survival Club** patch, you must (1.) *build a shelter* such as an igloo or snow cave, sleep in it overnight, and in the morning, (2.) *prepare coffee, hot chocolate, or food* over a campfire or camp stove before going into the lodge. Shelters will also be inspected for safety.

For safety reasons, no one will be permitted to sleep out if their equipment does not pass inspection. Night Patrol will check on the Polar Bear Club participants through the night. Anyone found shivering or in danger of hypothermia, will be required to go inside. Any Ranger who goes inside before daybreak will be automatically disqualified for the Polar Bear Club patch. Try again next year!

Polar Bear Club and Polar Bear Survival Club patches are awarded at the Sunday morning assembly.

**Outpost Coordinators,
Please send a copy of this
home with your boys
or post in your church
so that parents are
aware of the events their
boys will be doing**

Yukon Race Criteria



STATION #1 MYD Staff **DOG SLED REVIEW**

This is the first station for all Patrols. Patrols must have their sleds lined up, with all supplies, at a designated location, that will be announced at Saturday morning assembly. The Patrol Standard must be standing against or attached to the rear of the sled. The Station Commander must be able to identify the Patrol and Outpost. Once the patrol has passed the Dog Sled Review, they may begin their Yukon Race. So load your equipment, and **Be Ready!**



STATION #2 Outpost #8 **FIRE AND HOT CHOCOLATE STOP (Time Limit)**

Build a fire with your own wood and heat water for at least 10 ounces of hot chocolate. Water must reach 150 degrees Fahrenheit (to be measured by Station Commander) and be **“Clean”** enough to drink. A designated fire ring will be assigned by the Station Commander. Patrols receive 25 points for successfully building a fire and 50 points if their hot chocolate reaches 150 degrees within the time limit. (DR 20 minutes, AR 10 minutes and ER 5 minutes)



STATION #3 Outpost #40 **RESCUE STATION (20 Minute Time Limit)**

Sled and one patrol member fell through thin ice. The distance from shore is 30 feet for Discovery Rangers, 40 feet for Adventure Rangers and 50 feet for Expedition Rangers. The one patrol member was able to get through the hole in the ice, but could not retrieve the dog sled and supplies. The rest of the patrol must rescue them **WITHOUT GOING ON ICE**. Anything falling out of sled must also be retrieved by rescuers or left behind. The patrol member who fell through the ice has injured one arm and cannot walk. He has only one arm to assist the rescuers.



STATION #4 Outpost #8 **MATCHLESS FIRE (Time Limit)**

Demonstrate ability to start matchless fire

- **Discovery Rangers** – Start two fires using any two of the following: flint and steel, metal match, magnifying glass, battery and steel wool or bow and drill. (15 minutes)
- **Adventure Rangers** – Same as DR, except one **MUST** be flint and steel (10 minutes)
- **Expedition Rangers** – Same as Adventure Rangers (5 minutes)

Fires must be large enough and last long enough for the Station Commander to ignite a piece of Birch bark (provided by Station Commander). Your patrol earns 50 Points for successful completion, and 25 for partial success.



STATION #5 Outpost #16 **OVER THE RIDGE (5 Minute Time Limit)**

The patrol has suddenly encountered a steep, icy ridge. They must get their sled and all their gear up and over the ridge. They cannot go around. There is a large log in the middle of the ridge. The Station Commander will add weight to sled (50 lbs. Discovery, 75 lbs. Adventure and 100 lbs Expedition) along with all the materials for other stations. The sled must be durable and large enough to be able to transport this extra weight. Patrols receive 25 points for making it at least half way and 50 points for successful completion.

STATION #6 – Outpost #36
EMERGENCY FIRST AID (15 Minute Time Limit)

The patrol encounters a Ranger from another patrol who is lying unconscious. Will they be “**Loyal**” friends or just keep going? As a first responder, they must properly assess the situation. They must prepare the victim for transport and then transport, without dropping or setting down, by use of a stretcher, to a designated “ambulance.” AR and ER must bring their own stretcher materials.

- **Discovery Rangers** – Transport 30 feet – (Stretcher provided)
- **Adventure Rangers** – Transport 40 feet – (Stretcher constructed on site)
- **Expedition Rangers** – Transport 50 feet – (Stretcher constructed on site)



STATION #7 Outpost #64
FIRE CRAFT (Time Limit)

Show that you can build three types of fires – such as A-frame, teepee, trench or hunter’s. Fires may be built one at a time or simultaneously by different patrol members.

- **Discovery Rangers** – 15 minute time limit
- **Adventure Rangers** – 10 minute time limit. Tell when each should be used according to Adventures in Camping handbook.
- **Expedition Rangers** – 5 minute time limit. Tell when each should be used according to Adventures in Camping handbook. Only one wooden match may be used per fire.

Fires must be large enough and last long enough for the Station Commander to ignite a piece of birch bark (provided by Station Commander). Patrols receive 25 points for building at least one type of fire and fifty points for successfully building all three within the time limit.



STATION #8 Outpost #62
LADDER (Time Limit)

The patrol must build a ladder by lashing poles together. The ladder must be functional and sturdy enough for the Station Commander to climb. Patrol will then disassemble the ladder. Ropes will be provided at the station.

- **Discovery Rangers** – 30 minutes, poles and 3 rungs provided
- **Adventure Rangers** – 20 minutes – 4 rungs, using square and diagonal lashing. The poles are to be lashed together at the top with a diagonal lash. AR and ER should be carrying their own poles.
- **Expedition Rangers** – 20 minutes – 4 rungs and 3 poles to make a free standing ladder, lashed at the top with either diagonal or round lashing. The extra pole will be provided at the station.

STATION #9 Outpost #3
MARKSMANSHIP (20 Minute Time Limit)

The rifle range is the most important station to be “**Obedient**” at and pay close attention to the Station Commander. Here your patrol will demonstrate the individual patrol member’s ability to shoot accurately. Firearms and .22 caliber ammunition will be provided. The Patrol will receive five points for each hit. The Patrol Leader may decide who the shooter(s) will be. Patrols receive 50 points if every member of the patrol shoots and hits the target at least once for Discovery Rangers, twice for Adventure Rangers and four hits for Expedition Rangers. Additional rounds will be provided for larger patrols if needed. Only the first ten rounds fired will be used to determine the base score.



STATION #10 Outpost #11
SNARE (No Time Limit)

Build a workable snare using natural materials at the station site. Station Commander will “trip” the snare to judge its effectiveness. AR & ER must construct a deadfall at this station.





STATION #11 Outpost #62
KNOT TYING (15 Minute Time Limit)

You will be asked to tie the 8 qualifying knots for the Red Rope Craft Merit. These knots are as follows: Figure Eight, Square, Sheet Bend, Clove Hitch, Two Half Hitches, Taut-line Hitch, Bowline, Sheepshank. You will be given the following points for tying the number of knots: **8 knots = 100 points, 7 knots = 90 points, 6 knots = 80 points, 5 knots = 70 points, 4 knots = 60 points, 3 knots = 50 points, 2 knots = 40 points and 1 knot = 30 points.** You may not use any printed material to help identify and tie knots at the station.



STATION #12 Outpost #36
SNOWBALL SHOOT (No Time Limit)

Every boy in each Patrol will be able to purchase as many snowballs as they want. Each snowball will cost only 50 cents each, and all proceeds will go to Missions. You will be asked to throw the snowball into a specified Missions Bucket at a specified distance, depending on the age group of the Patrol. Your Patrol will garner as many points as snowballs they purchase, snowballs they throw, and snowballs they get into the Missions Bucket. In other words, if your Patrol purchases 50 snowballs, at a cost of \$25.00, and gets all the snowballs into the Missions Bucket, your Patrol will get 50 points toward Top Patrol, and all the money will go towards Missions.



STATION #13 Outpost #42
Tomahawk Throw

Each boy must throw the tomahawk and patrols will have a total of 12 throws. 5 points per stick with a possibility of 60 points total.



STATION #14 The Wall - (Time Limit) Outpost #21 & 7

How **“Courageous”** are you? Upon reaching the mountain range no pass is available so the only route is over the top. No, wait a minute- one of the team has spotted a cave that just may provide a hidden passage through the mountain. However, your team must scale a 12-foot vertical rock wall in order to reach the mouth of the cave and your pass through the mountain. It is up to you to get your patrol and sled (with supplies) to the cave, through the mountain and down the other side. You must depend on the equipment you have in your possession to succeed with this obstacle. Your imagination and using the strengths of your patrol members will determine the success of this challenge. EXPERIENCE THE JOURNEY!

Discovery Rangers – 20 minutes. (Rope ladder provided)

Adventure Rangers – 15 minutes (Must provide own method of ascending the wall)

Expedition Rangers – 10 minutes (Must provide own method of ascending the wall)

WINTER POW & YUKON D



Patrol Spirit



The Outstanding Patrol is often determined by the Patrol that gets the most points for Patrol Spirit. The criteria for Patrol Spirit points will be as follows:

- Each Patrol will have an opportunity to give their song, skit & yell. They will have 5 minutes, and can do one or all. Patrols receive **40 points** for each one completed. There is no partial scoring – it is “*all or nothing.*”



Bonus Points -- Patrols will receive **50 bonus points** if each patrol member has a matching “outfit” to represent the patrol during their presentation.



Memory Verse Bonus Points -- Each patrol member can earn **10 bonus points** by reciting the theme verse to the Camp Commander or other designated commanders. They will receive a token, which must be returned to the Registrar by the Patrol Guide to be scored.

Dog Sled Competition

**A trophy will be awarded to the fastest
Discovery, Adventure and Expedition Ranger Dog Sled Teams.**

Rules




- Race will consist of a half mile on a designated course. All teams must stay on the marked course. No “short cuts” allowed.
- The dog sled used in this race will be the same one used for the Yukon Race on Saturday morning. The Patrol may remove their equipment in order to lighten the sled, and make room for a passenger.
- Each dog sled team must have four members being of the same Ranger age group plus one **Ranger Kid**. Adding members from other Outposts is allowed, in fact, encouraged. If you do not have a **Ranger Kid**, one will be assigned.
- The designated **Ranger Kid** must be riding on the dog sled at all times. It is advised that the Patrol make sure that the Ranger Kid’s seating arrangement is safe, secure and comfortable.
- At least one person must be “mushing” (driving) the dog sled at all times. Trading drivers is acceptable during the race. The musher can and should push the sled during the race.
- All “dog” (pulling) team members must be pulling the sled at all times, and must pass the finish line together. If any team member does not cross the line with their sled, the team will be disqualified.
- Teams cannot use any mechanical or wind assistance.
- Good sportsmanship is required. No interference with another team will be permitted.



Top Outpost Award



Scoring Criteria

-  Outpost Flag displayed by **8:00 am** Saturday morning. 10 pts.
-  Pastor or Board Member who is not a Ranger Leader in attendance (check in with Registrar by **12:00 noon** on Saturday) 5 pts.
-  Yukon Race station adequately staffed by end of Friday pm Commander's Meeting 15 pts.
-  Special Events or Kitchen Crew assignment completed. 15 pts.
-  Friday & Saturday evening Commander's Meeting - **Be On Time** 10 pts.
-  Race Station Improved from prior year (Description of improvement to MYD Camp Commander by Friday evening Commander's Meeting) 5 pts.
-  Registration forms completed accurately first time checking in with Registrar at Registration on Friday evening. 10 pts.
-  Boys earning Polar Bear or Polar Bear Survival Patch or participate in the Yukon Jack Snowmobile Trek or the Yukon Jack Ten-Mile Trek 20 pts. each
-  Leader volunteers as Gym Monitor and/or Night Watch 15 pts. each
-  Pre-registration received by **1/23/16**. 15 pts.

Note: Partial points or additional points will be awarded at the discretion of the Camp Commander and the Official Scorer. Example: Additional points will be added for an Outpost that staffs more than one station. Partial points will be given for an Outpost who needs help in staffing their Station.

Royal Rangers Northern New England District

General Outpost Flag Making Criteria

OUTPOST FLAG: Your Outpost should have a flag that is used to represent your Outpost, and will be something that you will use at District and Outpost events for years to come.

- You do not have to make a new flag every year for this event



When we fly the **American Flag**, we come to realize what it symbolizes, and what the cost *was*, and *is*, for her to fly so high and proud. The **Outpost Flag** should be a flag that means something to your Outpost, and should bring a sense of pride to your men and boys as you bring her to the parade field or to an assembly, or demonstrate her at your Church or Outpost.



Outpost Flag Requirements:

- 3 x 5 foot flag
- May have fringe around the edge but no longer than 3"
- Grommets or ties in the top left and lower left corners for attaching to flag pole.
- Must identify Royal Rangers and your Outpost, District, City and State.

Winter Pow Wow

INFORMATION SHEET FOR PARENTS

Your son will soon experience one of the most exciting challenges in the Royal Ranger ministry - Yukon Day. He will be challenged physically, mentally, socially and spiritually. He will return home a little more mature, self-confident, wiser, and most likely *very tired*. In order to make the most of his weekend at Camp Fairhaven, please review the following list of items, and make sure that your son brings the necessary equipment. Feel free to contact your son's Commander if you have any questions.

Camper Packing List:

Necessary Items

Bible (Please see the Outpost Commander if you do not have one)

Sleeping Bag or blankets. A cold weather rated sleeping bag (0° or below) is required if camping outside on Saturday night. A sleeping pad and ground cloth (or tarp) are also required. Contact the camp commander for other possibilities regarding sleeping equipment.

Winter clothing for outside activities (hat, mittens/gloves, jacket, snow boots, etc.)

Extra socks, underwear, shirt, pants (min of 3 sets of clothing recommended)

Medications (if applicable)

Emergency Medical Form (provided by Outpost Commander)

Toiletry (soap, shampoo, towel, wash cloth, tooth paste, tooth brush)

Positive Attitude!!

Desire for Fun and Excitement!!

Optional Items

Uniform - Class B or Utility (if you have one.) For Sunday morning service and awards.

Money for purchases at camp store

Flashlight

Tent- for Polar Bear sleep-out Saturday night. (You can also share with someone else) *We prefer* that you build a survival shelter, such as a snow cave or igloo, rather than use a tent, if conditions allow.

Address Book or note pad (You will meet new friends you may want to keep in touch with)

Pajamas or some type of sleeping clothes

Ski pants

Pillow

Camera

Please note that camp staff and leaders are not responsible to keep track of campers personal items. Clothes should be marked, to help identify lost and found. Electronics and valuables should be left home to avoid loss or damage.

PARENTS ARE WELCOME AND ENCOURAGED TO VISIT US ON SATURDAY

- PLEASE CHECK IN WITH REGISTRATION WHEN YOU ARRIVE

LOCATION: Fairhaven Camps, Brooks, ME

Date: February 19- 21, 2016

Fair Haven Camps



Come share a Maine camping adventure.



DIRECTIONS TO FAIR HAVEN CAMPS

*81 WEST HAVEN LANE
BROOKS, MAINE 04921*

Traveling SOUTH ON I-95.

APPROXIMATELY **15** MILES SOUTH OF BANGOR, TAKE **EXIT 174** (OLD EXIT #43), GO LEFT **1.5** MILES, TAKE RIGHT ON **9/202 WEST**. GO **10** MILES, TAKE LEFT ON **RTE 7 SOUTH**. GO **9** MILES, TAKE RIGHT ON **RTE 139**. GO **1.5** MILES, STAY LEFT AT “Y” ON **203 SOUTH**. GO **2** MILES TO FAIRHAVEN CAMP SIGN ON RIGHT. APPROX **½** MILE ONTO MAIN CAMP ROAD, LOOK FOR SIGN “**WEST HAVEN**”. TAKE A LEFT. YOU WILL GO BY A BARN WITH HORSES...FOLLOW ROAD TO LODGE.

Traveling NORTH ON I-95

I-95 NORTH TO AUGUSTA. TAKE **EXIT 113** (BELFAST). TRAVEL **RTE 3 EAST** FOR **37** MILES. TAKE **RTE 131 NORTH** (LEFT TURN). TRAVEL **7+** MILES. TAKE **RTE 203** (LEFT TURN). TRAVEL **2.4** MILES. FAIRHAVEN CAMP SIGN ON LEFT. APPROX **½** MILE ON MAIN CAMP ROAD, LOOK FOR SIGN “**WEST HAVEN**”. TAKE A LEFT. YOU WILL GO BY A BARN WITH HORSES...FOLLOW ROAD TO LODGE. TRAVEL TIME FROM AUGUSTA IS **1.5** HOURS UNDER GOOD CONDITIONS. ALLOW TWO HOURS FOR WINTER DRIVING.

ROYAL RANGER SIGNS WILL BE POSTED AT INTERSECTIONS AS YOU NEAR FAIR HAVEN CAMPS

Tristan Starbird, Camp Director

EMERGENCY NUMBER

207-722-3456