

KEYSTONE DISTRICT

FALL ENCAMPMENT

1997



Beaumont Scout Reservation
October 3,4,&5, 1997
Nusser Area

ATTENTION: SCOUTMASTER

This manual explains Troop and Patrol participation, registration data, the projects inspections, the point scoring system, and other details. Inspections and patrol projects will be explained in this leader's manual.

Your troop will derive its biggest benefits from the preparations you and your leaders make in advance. Preparedness can only result in a well-built capable team, the PATROL. Preparedness can result in but one type of award, that of the highest for both the patrol and the troop. Underlying such preparedness, we find the development of the patrol system, the development of boy leadership, the sharpening of camping and Scouting skills, and troop pride in achievement.

THE CAMPOREE WILL OPERATE STRICTLY ON A PATROL SYSTEM. NATURAL PATROLS WILL BE USED.

Thus, each patrol Leader will require one (1) of the Camporee Manuals, which outlines what is expected of the patrol.

In a Troop Leader's Council Meeting, go over the manual very carefully with your patrol and troop leaders.

After complete discussion and understanding, plan the forthcoming patrol and troop meetings so as to be in readiness for the Camporee. Special bonus points will be awarded for a "practice" camp-out, on your own, of at least 24-hour duration.

Then at least three (3) weeks before the Camporee date fill in the attached form and mail. Be sure that your patrol names are included on this form. This will enable the district to begin setting up scoring and campsite assignment procedures.

Other troop officers, such as your Senior Patrol Leader and Junior Assistant Scoutmasters will assume their regular duties as assigned to them in the Scoutmaster's Handbook (Chapter 11). They may not be members of a patrol, but they can serve on the Encampment Staff.

ATTENTION: PATROL LEADER**IMPORTANT INFORMATION**

1. **Troop Records** – A Camporee Roster of those Scouts and leaders in attendance should be turned into the District Headquarters on Friday evening. Use the form enclosed in this manual. Additional copies are available at the Council Service Center.
2. **Fire Fuel** – Patrols should use wood or charcoal fuel. **Do not cut down live trees.**
3. **Use of Water** – Water spigots are for drinking and filling water containers only.
4. **Religious Observance** – “A Scout is reverent.” Differing services will be provided on Saturday evening.
5. **Equipment** – Besides your patrol gear, other equipment will be needed for patrol projects. Please note and fulfill these needs.
6. **Camping Code** – The Scout Oath and Law shall be the law of the camp.
7. **Parking** – Parking will be directed by the District. **No parking behind the traffic poles is permitted.**

BASIC POLICIES

Adhering to those policies sets the correct example to the Scouts and gives the Scouting program a wholesome effect for its boy members.

1. **Lantern** – No type of open flame is allowed in any tent (candles, kerosene, etc.).
2. **Fireworks** – Absolutely no fireworks are permitted on Council camps.
3. **Alcohol/Drugs** – No beer or other intoxicating liquors or non-medically prescribed drugs are allowed in our Council camps.
4. **Smoking** – Smoking is discouraged on Council property.

SCOUT LAW

TRUSTWORTHY

A Scout tells the truth. He keeps his promises. Honesty is part of his code of conduct. People can depend on him.

LOYAL

A Scout is true to his family, Scout leaders, friends, school and nation.

HELPFUL

A Scout is concerned about other people. He does things willingly for others without pay or reward.

FRIENDLY

A Scout is a friend to all. He is a brother to other Scouts. He seeks to understand others. He respects those with ideas and customs other than his own.

COURTEOUS

A Scout is polite to everyone regardless of age or position. He knows good manners make it easier for people to get along together.

KIND

A Scout understands there is strength in being gentle. He treats others as he wants to be treated. He does not hurt or kill harmless things without reason.

OBEDIENT

A Scout follows the rules of his family, school, and troop. He obeys the laws of his community and country. If he thinks these rules and laws are unfair, he tries to have them changed in an orderly manner rather than disobey them.

CHEERFUL

A Scout looks for the bright side of things. He cheerfully does tasks that come his way. He tries to make others happy.

THRIFTY

A Scout works to pay his way and to help others. He saves for unforeseen needs. He protects and conserves natural resources. He carefully uses time and property.

BRAVE

A Scout can face danger even if he is afraid. He has the courage to stand for what he thinks is right even if others laugh at or threaten him.

CLEAN

A Scout keeps his body and mind fit and clean. He goes around with those who believe in living by these same ideals. He helps keep his home and community clean.

REVERENT

A Scout is reverent toward God. He is faithful in his religious duties. He respects the beliefs of others.

SCHEDULE OF EVENTS**Friday, October 3rd**

- 5:00 – 9:00 PM Troops arrive at Nusser Area. Check-in with Traffic Director and receive map showing Camping Areas.
- 6:00 – 9:00 PM Supper – May be prepared in advance and brought to Camp.
- 9:00 PM SPL check that all Scouts in his Troop have space in a tent.
- 9:15 PM SPLs' Meeting at District Headquarters
- 1) Turn in Troop/Patrol roster and fees to Campmaster.
 - 2) Discuss and answer questions about Camporee events.
- 9:30 PM SPLs' and Scoutmasters' Cracker Barrel at District Headquarters. Each Troop brings a contribution to share with others.
- 10:00 PM Campsites quiet. All lights out.

Saturday, October 4th

- 6:00 AM Wake-up
- 6:00 – 8:30 AM Prepare and eat breakfast. Clean up. Prepare Patrol campsites and personal gear for Campsite and Equipment Evaluation.
- 8:30 – 9:00 AM Opening Ceremony. Flag Raising. Introduction of Camporee Staff and orientation to events.
- 9:00 – 11:30 AM Patrol Events. Campsite and Equipment Evaluations by Staff.
- 11:30 – 1:00 PM Lunch. Each Patrol should make its cake now. When it is done, the Patrol Leader should go to Headquarters to invite a staff member to join his Patrol for dessert.
- 1:00 – 1:30 PM Clean up. Rest. Patrol Leaders (with skit scripts) meet with Campfire Leader at District Headquarters to review the Campfire Program.
- 1:30 – 4:30 PM Patrol Events
- 4:30 – 5:30 PM Free time. Begin supper preparation. Rehearse skits. Clean up and prepare for Personal and Uniform Evaluation.
- 5:30 – 5:45 PM Retreat. Flag Lowering. Personal and Uniform Evaluation conducted by Camporee Staff
- 5:45 – 6:15 PM Religious Services

-OVER-

- 6:15 – 8:00 PM Supper and Clean up. Rehearse skits.
- 8:00 PM Evening Program. All Scouts and Scouters gather at flagpole. The Camporee Staff will lead everyone to the Campfire site.
- 8:15 – 9:45 PM Campfire: Skits and Entertainment.
- 10:30 PM Day's End..... Campsites quiet..... All lights out.

Sunday, October 5th

- 6:30 AM Wake-up
- 6:30 – 9:00 AM Prepare and eat breakfast. Clean up.
- 9:00 – 10:00 AM Pack personal gear. Securely close and compact all trash bags. Keep aluminum cans, glass and plastic jugs in separate bags so they can be recycled.
- 10:00 AM Awards Ceremony and Closing
- 10:30 – 12:00 PM Break Camp. Police grounds, clean site.

When ready, send a Scout to District Headquarters to request final inspection of campsite.

Trash is to be removed from site by each Troop and deposited in dumpster at Cub World parking lot or the Rangers' Office.

NOTES TO PARTICIPANTS

1. Troop Campsite Locations

Check in with the Traffic Director when arriving at Nusser Area. He will have a map showing where troops may camp, where Patrol events will be held, where the Evening Campfire will be held, where the park ground is located, etc. It is essential that Troops respect this map and set up only in the areas shown for Troop camping.

The Campmaster and his Adviser will direct any Troop or Patrol that sets up in violation of this procedure to move its campsite to the proper location.

2. Patrol and Scout Participation

In the descriptions of the Patrol Events in this Camporee Manual several say that every Patrol member will be asked a question or to tie a knot, etc. This will be true for all events. The Project Leaders will not permit one, or just a few Scout(s) to answer all questions or to dominate an Event. The emphasis of this Camporee is Patrol participation, cooperation and teamwork.

3. Scorecards

Each Patrol will be issued a scorecard on Saturday morning that it is to carry to every event. The Project Leader at an event will mark the Patrol scorecard at the same time he marks his own. The official scorecards for each event are, of course, the Project Leader's. The purpose of the Patrol's card is to give it a record of how well it is doing plus serve as a guide to which events it has completed. Scores will be posted twice during the day at Headquarters. The first posting will be after lunch, the second posting will be about 5:30pm.

4. Timekeeping

To keep the Encampment moving on schedule there will be a bell or horn kept at District Headquarters. It will be sounded at key times during the Camporee to announce the beginning and/or end of the major events.

5. Religious Observances

The Keystone District, through the St. Louis Area Council, will invite clergy to the Fall Encampment to conduct religious services on Saturday evening. Everyone is encouraged to attend the services of his respective faith. The services are scheduled to occur at 5:45 PM after the Evening Retreat and before supper. Locations of the services will be announced at the Retreat.

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6. Low-Impact Camping

Camporees are, by nature, the antithesis of low-impact camping. Nevertheless, there is much each Troop and Patrol can do to reduce the impact it makes on the Nusser Area during the Spring Camporee. Among these are:

- ◆ Water hydrants are for filling containers only: not for washing hands or brushing teeth. **Leaders, review this with your Scouts.**
- ◆ Make a fire pit by cutting a square of sod (12"x12" +/-) and setting it aside where it can be kept moist. Dig a pit 8" deep, carefully piling the dirt where it will not be trampled. At the end of the Camporee, remove all the dead coals from the pit and scatter them in the woods. Break down the sides of the pit and fill it with the dirt set aside earlier. Place the sod back in place and damp it lightly. Done properly, there will be no evidence of a fire having been there.
- ◆ Recycle all aluminum cans, plastic soda and milk jugs, and glass bottles. Bag them separately from the Patrol's trash and garbage. Make sure cans and bottles are empty before putting them in the recycling bag. Bags for recycling will be issued to Troops as they check into Camp. They may be turned into Headquarters upon Patrol/Troop's departure or taken back to town for recycling.

7. Council Equipment

Council tentage is available to Troops who make reservations with Council for renting tents, dining flies, etc. A deposit is required. Upon return of the equipment in satisfactory condition, part of the deposit is returned. These arrangements must be made by the individual troop directly with the Camping Department at Council. The Spring Camporee staff will not take any responsibility for securing, folding or returning Council equipment for any Troop.

8. Special Service Project

Keystone District will have a Special Service Project in which all Patrols and Troops can participate. Every Troop/Patrol should bring shovels, rakes, and work gloves. There will be no scoring for this Service Project, but will be a Good Turn opportunity for everyone to help make Beaumont a better place.

9. Webelos are Welcome at Fall Camporee

Webelos dens are encouraged to attend the Fall Camporee, and to participate. The dens will do the same events as the Scout Troop Patrols, but will only compete against other Webelos Dens. Leaders may bring the Den for just the day on Saturday or for the whole weekend. Webelos Dens accompanying Scout Troops must have their own leadership present and participate as a Den. They may not be aggregated into the ranks of the Troop. **Cub Scouts who are not Webelos may not camp overnight at the Camporee.**

CAMPOREE SCORING SYSTEM

<u>Scored Events</u>	<u>Maximum Points</u>
Patrol Events	1500
Pre-Camporee	100
Patrol Spirit	70
Campsite Evaluation	130
Uniform & Personal Evaluation	<u>50</u>
<i>Total Points</i>	1850
Bonus Points (for Extra Effort in Campsite Evaluation)	<u>30</u>
<i>Maximum Possible Score</i>	1880

CAMPOREE AWARDS

Every Patrol participating in the Camporee will be recognized, but only those competing and earning points as outlined below will acquire Award Recognition.

Patrol Award of Honor and Merit	1880 to 1645 points
Patrol Award of Merit	1644 to 1175 points
Patrol Award	1174 to 705 points
Participating Patrol	Less than 705 points

Troop Awards will be given on the same point spread basis as the Patrol Awards by taking an average of the Troop's Patrol scores.

SOURCES OF INFORMATION FOR PROJECT EVENTS

On the following pages, the various Camporee Patrol projects are described. For many of the projects, sources of information are identified to assist the Patrol in preparation. References are as follows:

Handbook: The Boy Scout Handbook, 10th Edition, 1990

Fieldbook: Fieldbook, Boy Scouts of America, 3rd Edition, 1984

Merit Badge Pamphlets, where referenced, are for general information and any edition will serve.

PATROL EVALUATIONS: WHAT IS EXPECTED

The Campsite and Equipment evaluation will take place on Saturday morning. An adult leader of each patrol will be notified before the evaluation so that he/she can be present. The Personal and Uniform Evaluation will occur at the Evening Retreat.

<u>Campsite and Equipment Evaluation</u>	<u>Points</u>	<u>Expectation</u>
Campsite		
1. Campsite Layout	5	Tents away from firelay, axeyard
2. Campsite Adequate Protection	5	Drainage, Circulation, and Wind
3. Tents and Dining Fly	5	Properly erected; ropes not in paths
4. Food Storage	5	All food in cooking area, not in tents
5. Fire lays properly located	5	Away from tents, not in pathway
6. Garbage Disposal Location	5	Away from food prop area
7. Safe axe yard	5	Roped-off and cleared, out of traffic
8. Improvising Equipment	5	Ingenuity by the patrol
9. Flags	5	Patrol Fag prominently displayed
10. Bulletin Board, Protected from Weather with Duty Roster and Menus	5	Plastic sheet cover, rotating duties listing all Scouts, complete menus
11. Campsite Gateway	5	A clear entrance location
<i>BONUS – Identification</i>	5	Sign of name or number of Patrol/Troop
<i>BONUS – Lashings</i>	5	Campsite gadgets
Equipment		
1. Personal (Adequacy)	5	Duffel, sleeping bag, groundcloth, poncho
2. Personal (Care)	5	If not in use, stored out of sight
3. Troop or Patrol (Adequacy)	5	Patrol box, lantern, grill, tools
4. Troop or Patrol (Care)	5	Well maintained, clean
Food		
1. Supplies	5	Adequate food properly stored
2. Menu (must be posted)	5	Well-balanced, variety
3. Adequate cooking equipment	5	Clean pots, pans, and skillets
4. Adequate dishwashing equipment	5	Large pots, dishrack, scrub pads

<u>Campsite and Equipment Evaluation</u>	<u>Points</u>	<u>Expectation</u>
Safety and Sanitation		
1. First Aid Kit	5	Prominently displayed, fully equipped
2. Care of Food and Water	5	Refrigerated, closed containers
3. Use and Care of Tools	5	Sheaths on all saws and knives
4. Care and disposal of garbage	5	Container with a top which can be closed
<i>BONUS – Recycling</i>	15	Aluminum can, glass, plastic separated
<i>BONUS – Compacting</i>	5	Flatten everything that's thrown out
5. Care and Storage of Firewood	5	Dry, proper sizes, covered
6. Fire buckets filled with water	5	One at each tent and in kitchen
7. Cooking Location Safety	5	Away from tents, out of traffic ways
	<hr/> 130	Possible Points
	+30	Possible Bonus Points
Personal and Uniform Evaluation		
1. Are all Scouts wearing a Uniform?	10	
2. Is insignia properly placed, badge of rank worn?	5	
3. Does Patrol Leader assume Leadership role?	10	
4. Are Scouts clean and presentable?	25	
	<hr/> 50	Possible Points

1997 FALL ENCAMPMENT SCORING CHANCES**PRE-CAMPOREE**

Every Patrol is encouraged to attend an overnight pre-camporee in advance of the Fall Encampment. The purpose is to practice the skills that will be needed for the projects at the Fall Encampment. If an overnight pre-camporee is not possible, an all day event may be substituted. To gain credit each Patrol should submit to the Campmaster by 4:00 PM, Saturday, a written statement signed by its Scoutmaster and Patrol Leader describing when and where its pre-camporee was held.

Scoring: Overnight Pre-Camporee – 100 points
 Day-only Pre-Camporee – 50 points

PATROL SPIRIT

All Patrols are encouraged to make a flag that identifies their Patrol and develop a "yell" to promote spirit and identity. Bring the flags and the yell to the Camporee. Five points will be awarded to each Patrol that shows its flag and gives its yell after each Event. The Patrol will not be reminded to give its yell.

Sources: Handbook, p.538

Scoring: 5 points at each of 14 events – 70 points

PATROL EVENTS**CAMPFIRE SKIT**

All Patrols are encouraged to participate in the Evening Campfire program. Skit descriptions must be written on the form provided in this Manual and should be submitted to the Campfire Leader at the 1:00pm meeting, or before, on Saturday. Be creative. Think about your skit before the camporee. The description must be approved in order to be performed at the Campfire. Patrols that do not turn in a description will not be permitted to perform. If the Campfire Leader has questions about a skit the Patrol may be asked to perform it for him.

Scoring: Submitted by 1:00pm, Approved and Performed – 100 points
 Submitted after 1:00pm, Approved and Performed – 75 points

SERVICE PROJECT

Equipment supplied by Patrol: Saws, work gloves and rope (no axes)

Every Patrol should help build the campfires and/or the campfire site. The Patrol should check in with the Service Project Leader before starting work in order to receive instructions and get credit. The work may involve gathering fuel for the fires (do not cut any live trees), sawing the fuel to length, clearing the fire site, digging a fire pit, or building the fire towers.

Scoring: Check in and do the work requested – 100 points

ORIENTEERING SKILLS

Equipment: Compass provided by Patrol

This activity will cover all of the skills necessary to successfully navigate by map and compass. Each of the skills will become an event for which points can be earned, thus making these skills more important in overall Camporee scoring.

1. **The Compass:** The Staff Member will ask the Patrol questions about the compass itself and how it is used. You will need to understand how a compass works and definitely know what compass bearings are.

Scoring: Correct Answers (5 at 10 points) – 50 points
 Patrol Discussion and Cooperation – 25 points

2. **Orientation:** Each Patrol will be shown a USGS map that includes Beaumont Scout Reservation. A member of the Patrol will be asked to orient the map. Another member will be asked to explain the procedure. Then another member of the Patrol will be asked to define "declination."

Scoring: Orient maps correctly – 40 points
 Explanation – 10 points
 Define (Declination) – 10 points
 Patrol Cooperation – 15 points

3. **Map Symbols:** Each Patrol Member will be asked to identify symbols on the map. These may be physical or topographical features on the map. Ten questions will be asked, so everyone should have an opportunity to answer two of them.

Scoring: Correct Identification (10 at 5 points) - 50 points
 Patrol Cooperation - 25 points

4. **Topography:** The Patrol Members will be asked to identify and interpret particular aspects of the map relating to topography, such as contour line, contour interval, and elevation.

Scoring: Correct Interpretation (5 at 10 points) - 50 points
 Patrol Cooperation - 25 points

5. **Following a Course:** The Patrol will be asked to follow three short courses of three different bearings and distances. A different Patrol member will be responsible for each leg of the course. At the completion of each course, the Patrol will place a numbered stake in the ground to mark the end. Prior to starting, the Staff Leader will show Patrol members how to measure their paces so that the Patrol can calculate the distances of the courses.

Scoring: Within 5' of Each End Point (3 at 50 points) - 150 points
 (Every foot beyond 5' radius of end point, subtract 1 point)
 Patrol Teamwork and Cooperation - 50 points

Sources: Handbook: pp.179-197 Orienteering Merit Badge

FAHRENHEIT 212°

Objective: Boil one quart of water as quickly as possible.

Equipment: Two matches supplied by Staff to Patrol. Pot, water and tripod provided by Staff. Tinder and kindling supplied by Patrol.

Upon the starting signal the Patrol will gather tinder and kindling and bring it to a fire site that the Patrol must prepare. A pot with one quart of water will be suspended 6" above the ground at the site. The Patrol must construct a fire lay and start a fire with the two matches given to them and tend it until the water boils. When complete, the Patrol must properly extinguish the fire and restore the fire site.

Sources: Handbook: pp.82-93
Fieldbook: pp.115-119, 203-204

Scoring: Patrol Teamwork and Cooperation -	40 points
Fire site preparation -	15 points
Fire built, started, and water boiled in	
less than 10 minutes -	30 points
less than 15 minutes -	20 points
less than 20 minutes -	10 points
Fire started with	
one match -	25 points
two matches -	15 points
Fire properly extinguished and site restored -	15 points

CULINARY ARTS 201: OUTDOOR CAKE BAKING

Equipment: Cake mix, icing, decoration and utensils supplied by Patrol

Having mastered meal making without utensils, it is now time to master more interesting outdoor cooking projects. Your Patrol must bake a cake using one of the methods listed below. Scoring will be based on the entire preparation as well as the results. The cake must be started and completed within the time allotted for lunch and prepared entirely by the Patrol at the Encampment site. Staff members will be circulating through the campsites to review cooking methods. When the cake is ready, the Patrol Leader must go to staff headquarters to request a staff member to join his Patrol for dessert.

Sources: Handbook: Chapter 5
Fieldbook: Chapter 9

Scoring: Completely Baked Cake (not burned) -	50 points
Cooking Method -	
Dutch Oven -	25 points
Plastic Bag -	30 points
Foil Oven -	35 points
Solar Oven -	40 points
Judge's opinion on taste and appearance -	10 points

POWERS OF OBSERVATION (AND MEMORY)

At this event the Patrol Leader will have to read a set of written instructions that has been hidden 10' above the ground, where it must remain. The Patrol must devise a way to get the Patrol Leader up to where the instructions are. Once there, the Leader has one minute to read them and return to his Patrol. When he does, he must communicate what he has read to the Patrol and the Patrol members must carry out the instructions he has given them.

Scoring:	Ingenuity in Reaching the Instructions –	25 points
	Correct Memory of Instructions -	25 points
	Following the Instructions -	25 points
	Patrol Teamwork and Cooperation -	25 points

FIRST AID

Equipment: Provisions for Day Hike, Hiking Poles, Blanket, and Neckerchiefs

While your Patrol is on a hike there is a total eclipse of the sun. All of a sudden everything is thrown into complete darkness. One of your Patrol members trips and badly sprains his ankle. You must employ the equipment and materials you brought with you to bandage the injured ankle and carry him to safety. To fully test your group's abilities, a second handicap will be added.

Upon the Patrol's return to camp the eclipse ends. When you arrive, though, you find your Scoutmaster unconscious. Your job is to evaluate the situation then take the actions necessary to give First Aid. After the Scoutmaster has been treated, the Project Leader will quiz the Patrol on general First Aid procedures and techniques.

Sources: Handbook: pp.401-443, 162-169
Fieldbook: pp.167-193, 9-15
First Aid Merit Badge Pamphlet

Scoring:	Sprained Ankle in the Dark -	50 points
	Emergency First Aid -	50 points
	First Aid Quiz -	25 points
	Patrol Teamwork/Cooperation	50 points

SKILL RELAY

All Patrols will participate in this event at the end of the day's activities. It will consist of a series of stations at which a Scout skill must be successfully demonstrated to the staff member in charge. As soon as one is completed the Patrol will run, or walk, to the next station. The Patrol with the most correct answers with the fastest time wins. The Patrols will leave from a starting line as directed by the Starter at staggered intervals.

Scoring:	Correct Answers (5 at 10 points) -	50 points
	Patrol Discussion and Cooperation -	20 points
	Fastest Time -	30 points
	(second fastest-20, third-10)	

LASHING FOR STRENGTH

Equipment: Ropes and Wood Poles will be provided by staff.

In this activity the Patrol will be divided into two groups and each will be given three poles and two lengths of rope. The two groups will be 20' apart. The task is to lash the poles together into one long pole then to pass it to the other group without allowing it to touch the ground. If the pole touches the ground it must be brought all the way back and be passed again. Each group must disassemble the pole it receives.

Sources: Handbook: pp.149-155

Scoring: Fastest time (2nd-20, 3rd-10) - 30 points
Correct Lashings - 40 points
Cooperation and Teamwork - 30 points

KEYSTONE CHALLENGE

The aim of this event is learning how to work together to solve a problem.

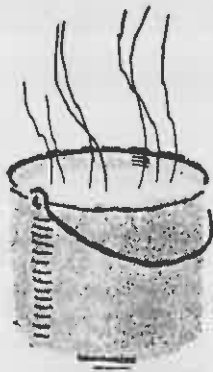
The Project Leader will present the Patrol with two physical challenges to which it must find a solution by group discussion and teamwork. The solution to these physical challenges will not be obvious, the Patrol will have to really think to solve them. Cooperation is a must! Good Luck!

Scoring: First challenge successfully overcome - 20 points
Teamwork and process in solving challenge - 30 points
Second challenge successfully overcome - 20 points
Teamwork and process in solving challenge - 30 points

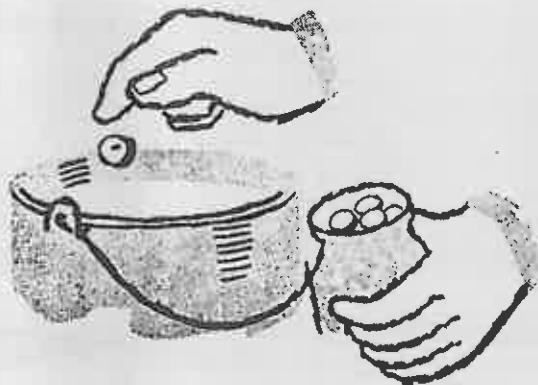
PATROL DISH WASHING

Good dishwashing techniques involve everyone. Both "cleanup Scouts" and other patrol members have responsibilities.

"CLEANUP SCOUTS" DO THIS



1. Start with full pot of boiling water. Some of this, mixed with cold water and liquid soap, becomes the wash water.



2. Add sterilizing agent to the remaining hot water for rinse water.

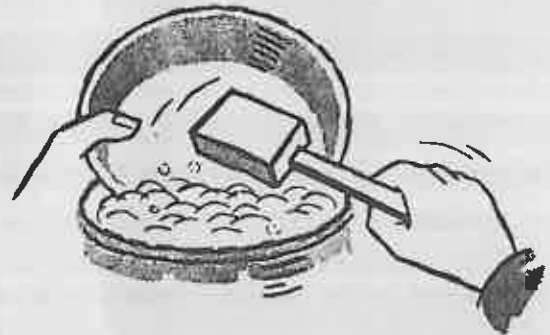


3. While other Scouts wash their utensils (see next column), "cleanup Scouts" begin cleaning cooking pots.

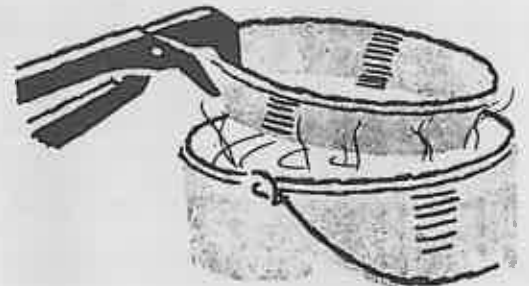
OTHER SCOUTS DO THIS



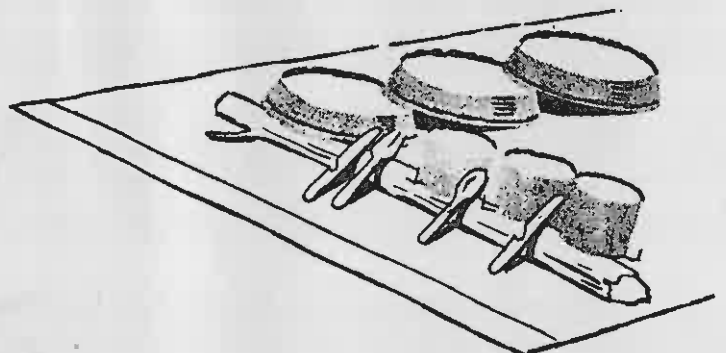
4. Each Scout wipes off his own eating utensils.



5. Then he washes them in pot of wash water.



6. Now he rinses and sterilizes utensils by dunking them in pot of rinse water.



7. Finally, he air-dries utensils by placing them on a plastic sheet.

The fact is for sure—efficient patrol dishwashing is necessary to successful patrol cooking.

Actually, the task should not take longer than 20 to 25 minutes if it is a *teamwork* job. The two "cleanup Scouts" set up and supervise the operation, but each patrol member takes care of washing and rinsing his own personal eating gear. Here are the steps to follow:

- The first thing cooks should do to start the meal is to put a large pot of water over the fire. This is used for hot drinks, soups, cooking, etc., during the meal preparation. This pot is refilled with water and placed over a good hot fire *before* the patrol sits down to eat.
- Right after dinner, cleanup Scouts prepare dishwashing water in a second pot by adding soap to a mixture of hot and cold water in the smaller pot. Leave the rinse water over the fire as long as possible to keep it boiling. Spread out a plastic sheet to air-dry dishes. For handling utensils in hot rinse water, use hot-pot tongs.

Note: New chemical germicides are now available which maintain stability in very hot water. When used, the rinse water should be kept as hot as possible to aid air-drying of utensils, but it no longer needs to be kept at a rolling boil if a sanitizing agent has been added.

- Each patrol member wipes out all food particles and grease from his personal eating gear with leaves, dry grass, snow, or paper towel before washing them. (Be sure to burn grass, leaves, or paper.) Two patrol members volunteer to do the personal dishes of the cleanup Scouts; they should be first in the dishwashing line. Cleanup Scouts start scraping out cook pots.

- Each patrol member washes his own dishes. After they are washed in the hot soapy water, the dishes are dunked in the boiling rinse water for a minute, then placed on the plastic sheet to air-dry. Towels should not be used for drying. All of the personal dishwashing should not take longer than 5 or 6 minutes at the most. At this point the other patrol members may leave and the cleanup Scouts finish the job.

- Using a minimum of water with a soft metal scouring pad or abrasive cloth, cleanup Scouts wash out the inside of all pots. They wash and rinse cook pots, then place near fire to dry. (An important tip on pot washing—soap the outside of pots before using them over the fire.)

- Cleanup Scouts spread garbage on the fire to burn. Cans are burned out and crushed and glass containers are washed out and placed in trash disposal or tote-litter bag.

Note: Every patrol should have tote-litter bags with disposable plastic liners to carry out all unburnable trash and garbage. A tote-litter bag is easily made by lining a cloth or heavy paper bag with a plastic bag which is closed with a rubber band or twist sealer. The bag is carried out in the boys' packs where food was carried in. Dispose of inner bag with trash and garbage at nearest recognized disposal or take it all the way home. *Do not bury it.*

- Store dishes and cook pots in a dry, flyproof place such as patrol food box, plastic bags, equipment packs, etc.

- Clean up fireplaces and police the area. Clean, hang up, or put away all dishwashing equipment in a place where it will dry out thoroughly. Check fire before leaving to be sure that it is completely out. *Remember:* This whole process is easily completed by a well-organized patrol in a half hour or less!

PATROL EQUIPMENT FOR DISHWASHING

Two large pots—one for rinsing (6 to 8 qt.), one for washing (4 to 6 qt.)

In long-term camping, larger pots are more convenient

One dish swab

Liquid soap in plastic container

Chemical sanitizing agent

Two or three scouring pads of soft metal or abrasive cloth

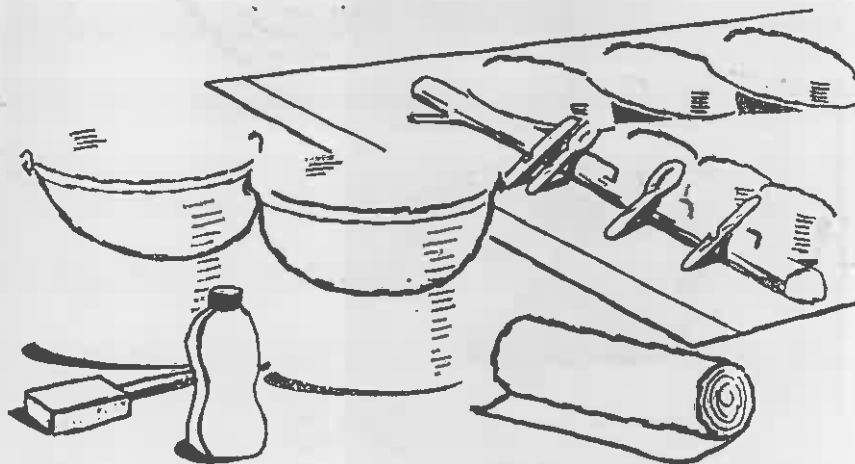
Dunking equipment (hot-pot tongs and net dunking bag, if desired)

One plastic sheet, 4 by 4 feet, on which to air-dry dishes

Water container

Two or more large plastic storage bags for dishes

Roll of paper towels



MENU AND DUTY ROSTER FOR THE _____ PATROL / TROOP _____

MENU	BREAKFAST	LUNCH	SUPPER	BREAKFAST	LUNCH
DUTY ROSTER					
FUEL & WATER					
COOKING					
CLEANUP					

Fuel & Water: Maintain water supply; maintain supplies of tinder, kindling and fuel (protected from the weather); start and maintain cooking fire.

Cooking: Assemble food supplies; prepare meal according to menu and recipes; serve meal on time; put food away; put water in cook pots to soak; put wash/rinse water on fire before serving meal.

Cleanup: Setup wash and rinse water; after individuals wash personal utensils, then clean cooking pots and utensils; clean kitchen and dining area; store cooking equipment; dispose of garbage/trash; put out fire.

CAMP ROSTER

EVENT _____ DATES: FROM _____ TO _____

Camp _____ Site _____
 Unit # _____ District _____

(NOTE: Please list Scouts by Patrols - Cubs by Dens)

Name of Cub, Scout or Explorer	Address	Phone	Rank	Gender	Age
1.					
2.					
3.					
4.					
5.					
6.					
7.					
8.					
9.					
10.					
11.					
12.					
13.					
14.					
15.					
Adult Leaders (2 minimum)	Address	Phone	Pos.	Gender	Period in Camp

KEYSTONE DISTRICT FALL ENCAMPMENT REGISTRATION FORM

NOTE: The Camporee Registration fee is \$1.50 per Scout. This fee includes the emblem. **NO REFUNDS WILL BE GIVEN.** Registration forms should be in the office at least one week prior to Camporee. Leaders may purchase emblems for \$1.00 each.

Please register Troop _____ of Keystone District

Enclosed you will find a registration fee \$_____ for _____ people.

We will have _____ Patrols participating.

Name: _____

Address: _____

City: _____ Zip: _____

Phone: (H) _____

(B) _____

Mail this form and Camporee fee to:
Keystone District
Fall Encampment
Greater St. Louis Area Council, BSA
4568 West Pine Blvd.
St. Louis, MO 63108-2179

FOR OFFICE USE ONLY

Date application received _____ total Camporee Fee.

Fee paid \$ _____ Receipt No. _____

Received by: _____

RETURN THE REGISTRATION FORM ASAP
THANK YOU

