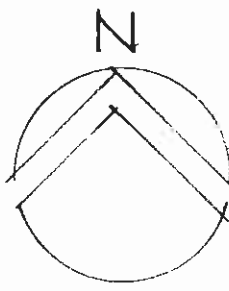
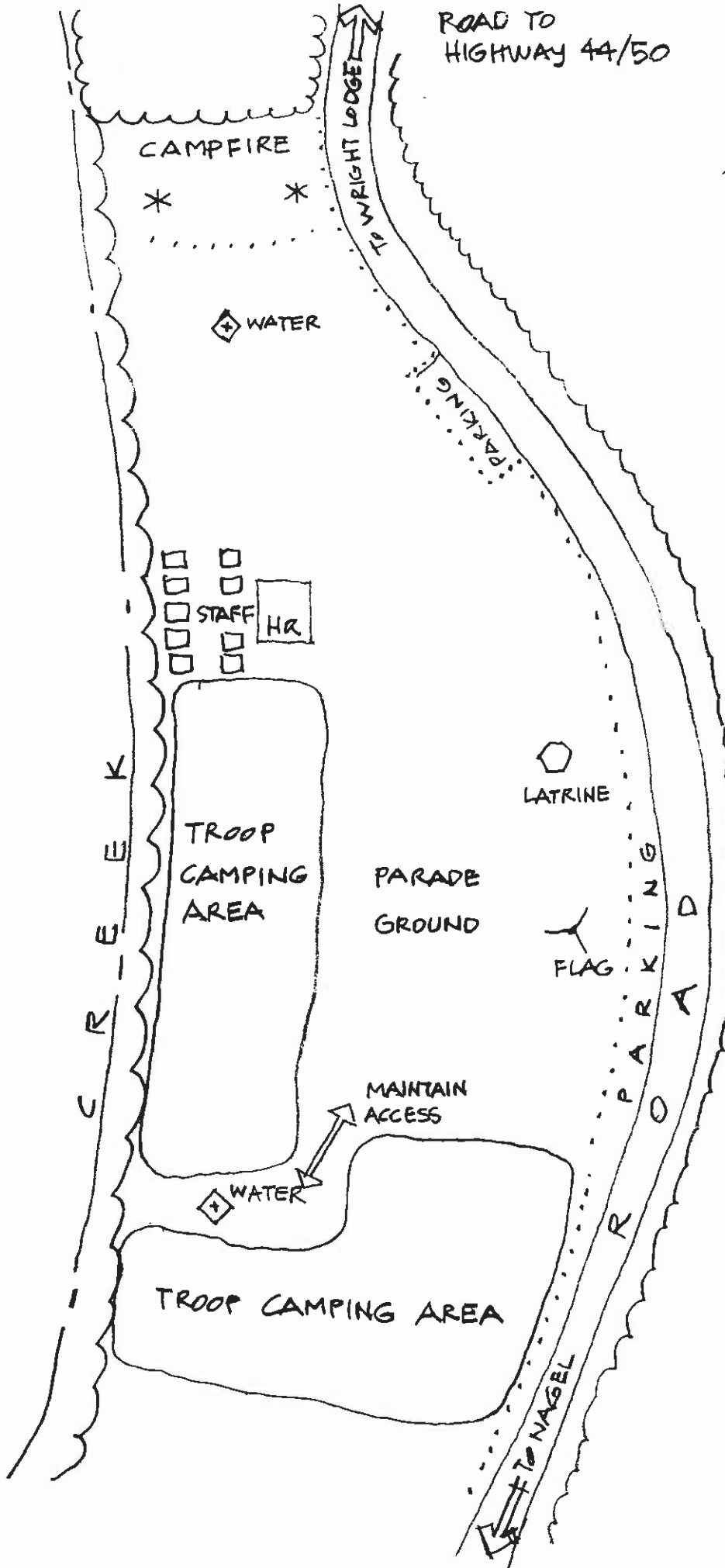


***KEYSTONE
DISTRICT
FALL
ENCAMPMENT
2000***



**OCTOBER 6, 7 & 8
BEAUMONT
SCOUT RESERVATION
LAEMMLI AREA**



KEYSTONE

FALL
ENCAMPMENT

2000

MAP OF
LAEMMLI AREA
BEAUMONT SCOUT
RESERVATION
OCT. 6-8, 2000

EXPLANATION

As many of you might have heard this camporee will be different in many ways than others before it. But, like I said many of you have just heard that.

I am going to tell you exactly why it is different. At the SPL meeting on Friday night, we will collect a roster from every SPL. This roster will consist of everyone in the Troops name, address, phone number, rank, gender and age. We will then use this information on Friday night to create patrols for Saturdays competition. Our aim is to separate all Scouts with similar age, rank and troop. Then we will pair up these newly formed patrols with a Order of the Arrow youth staff member. These youth staff members will act as guides to these patrols. The guides will not participate in the event itself, but after each event they will ask the patrols what they thought they did wrong and what they thought they did right. Then the patrol will then proceed to the next challenge.

Since we will be taking a new approach to the upcoming camporee we will need (13) adults to help run the events.

NOTES TO PARTICIPANTS

1. Troop Campsite Locations

Check-in with the traffic director when arriving at Laemmli 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 parade 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 advisor 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

The camporee staff will work to ensure that every Scout in a patrol participates in events. The emphasis of this camporee is patrol participation, cooperation and teamwork.

3. Organization

Score Cards: Each patrol will be issued a scorecard on Saturday morning that will be the patrol's official score card for the fall camporee. At each event the staff member will write the patrol's score on the card, then he and the patrol leader will initial it. The score card must be taken to every event for the patrol to receive an official score. Each staff member will also keep a score card, but only as a reference. Bring a clipboard for carrying and protecting the score card. Score cards will be collected at the evening retreat and each patrol's scores posted at the end of the day at staff headquarters.

Event Scheduling: At the opening ceremony each patrol will also be given a schedule showing which event it is to go to first and the order of events to go to after that.

Patrol Counselor: A fall camporee staff member will be assigned as a staff counselor to each patrol. That staff member will conduct the patrol's personal evaluation at evening retreat and check the grounds before the patrol leaves on Sunday.

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 camporee 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 p.m., after the evening retreat and before supper. Locations of the services will be announced at the retreat.

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 Laemmlli Area during the fall camporee. Among these are:

- a. Water hydrants are for filling containers only: not for washing hands or brushing teeth. **Leaders: review this with your Scouts.**
- b. 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 won't 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 tamp it lightly. Sprinkle with water. Done properly there will be no evidence of a fire having been there.
- c. 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 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 files, etc. A deposit may be 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 (361-0600). For further information, call District Director, Charles Woods. The fall camporee staff can not take any responsibility for securing, setting up, striking, folding or returning council tentage for any troop.

8. **Webelos Dens and Leaders 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 dens for just the day on Saturday or for the whole weekend. Webelos dens accompanied by a Scout troop must have their own leadership present and participate as a den. They may not be blended into the ranks of the troop.
Cub Scouts who are not Webelos may not camp overnight at the camporee.

PATROL EVALUATIONS: WHAT IS EXPECTED

The campsite and equipment evaluation will occur 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.

Campsite and Equipment	Points	Expectation
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 prep 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 flag 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
Bonus +++ Identification	5	sign of name or number of patrol/troop
Bonus +++ Lashings	5	campsite gadgets
EQUIPMENT		
1) Personal	5	if not in use, stored out of sight
2) Troop or patrol (Adequacy)	5	patrol box, lantern, grill, tools
3) Troop or patrol (Care)	5	well maintained, clean
FOOD		
1) Personal	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
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 closeable top
BONUS +++ Recycling	15	aluminum cans, glass, plastic seperated
BONUS +++ Compacting	5	flatten everything that's thrown-out
5) Care and storage of firewood	5	dry, proper sizes, covered
6) Cooking location safety	5	away from tents, out of traffic ways

120 points possible

+30 possible bonus points

Personal and Uniform Evaluation

1) Are all Scouts wearing a uniform?	10 points
2) Is insignia properly placed, badge of rank worn?	5 points
3) Does patrol leader assume leadership role?	10 points
4) Are Scouts clean and presentable?	<u>25</u> points
	50 points possible

SCHEDULE OF EVENTS

Friday, October 6th

- 5:00-9:00 p.m. Troops will arrive at Laemmlli Area.
- 6:00-9:00 p.m. Supper.
- 9:00 p.m. SPL, checks to see that all Scouts has enough room in their tent.
SPL, should also have a roster with everyone's name, age and rank.
- 9:15 p.m. SPLs' Meeting at District Headquarters.
1) Turn in Troop roster and fees to Campmaster.
2) Discuss and answer questions about Camporee events.
- 10:00 p.m. Campsites are quiet. All lights out.

Saturday, October 7th

- 6:30 a.m. Wake-up
- 6:30 a.m. Prepare and eat breakfast. Clean-up. Prepare patrol campsites and personal gear for Campsite and Equipment Evaluation.
- 8:30-9:00 a.m. **Opening Ceremony.** Flag raising. Introduction to Camp Staff. Explanation of Camporee. Distribution of event cards to patrols. Creation of new patrols for the weekend.
- 9:00-11:30 a.m. **Patrol Events.** Campsite and Equipment evaluation by Staff.
- 11:30-1:15 p.m. **Lunch and Clean-up.** Scouts will eat lunch with their newly created patrols.
- 1:15-1:30 p.m. Assemble at Flag Pole for announcements.
- 1:30-4:30 p.m. **Patrol Events.**
- 4:30-4:45 p.m. **Balloon Toss.**
- 4:45-5:30 p.m. Clean-up and prepare for personal and uniform evaluation. Begin supper preparations. Rehearse skits.
- 5:30 p.m. **Skits are due.**
- 5:30-5:45 p.m. **Retreat.** Flag lowering. Personal and uniform evaluation conducted by Camporee Staff.

Saturday, October 7th (Continued)

- 5:45-6:15 p.m. **Religious Services.**
- 6:15-8:00 p.m. **Supper.** Chow down and Clean-up. Rehearse skits.
- 8:00 p.m. **Evening Program.** Assemble by patrol at the flag pole to be led to the Evening Campfire Site.
- 8:15-9:45 p.m. **Campfire Skits and Entertainment by Patrol and Staff**
- The Order of the Arrow Chapter will meet at the campfire after the patrols have returned to their campsites.
- 10:00 p.m. **Day's End...Close down activity...Campsites quiet.**

Sunday, October 8th

- 6:30 a.m. Wake-up
- 6:30 – 9:00 Prepare and eat breakfast. Clean-up. Pack personal gear.
- 9:00 – 10:00 Begin breaking camp. Securely close and compact all trash bags. Keep aluminum cans, glass, and plastic jugs in separate bags so they can be recycled.
- 10:00 Awards Ceremony and Closing
- 10:30 – 12:00 Complete breaking of camp. Police grounds, clean sites.
- When ready the check out, 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 the dumpster at Cub World, or the Ranger's office.

Pre-Camporee

It is recommended that Scout troops practice the skills and camporee games before the camporee. It is optimal that each troop takes part in an overnight pre-camporee. However, if this is not possible, an all day pre-camporee would still give the Scouts in each troop a chance to sharpen their skills. Points will be awarded if a note from the Scoutmaster is delivered to the Campmaster by 4:30 p.m. on Saturday. Please remember that the true purpose of the pre-camporee is to be prepared for the Camporee; not merely earn points.

Scoring:	
Overnight Pre-Camporee	-100 points
All Day Pre-Camporee	- 50 points

Events

All events will be carried out using the newly created patrols.

Skits

Each patrol will be required to write, practice and perform two skits for the campfire on Saturday night. The skits to be performed should be humorous, creative, and free of inappropriate material. There will be time during the lunch break for the patrols to work on creating skits. Each skit must be written down and approved by the patrols Order of the Arrow guide. Skits should be completed and given to the staff guides no later than 5:30 p.m. on Saturday. A certain amount of points will be awarded for each skit. A bonus will be awarded for the skits that is the most original, best performed, and most humorous. A patrol can only win one of these awards. Also, there will be a cracker-barrel held after the campfire.

There will be a surprise event held during the campfire.

Scoring:	
Your first skit submitted by 5:30 p.m.	-25 points
Your second skit submitted by 5:30 p.m.	-25 points
Your first skit performed	-25 points
Your second skit performed	-25 points
Bonus Points:	
Most original skit	-10 points
Best performed skit	-10 points
Most humorous skit	-10 points
Total Possible Points	-110 points

Blind Man's Bluff

Materials Supplied by Staff: Blindfold, walking stick

Each patrol member will be blindfolded and sent through a maze one at a time. The patrol members must find their way through this course by using a walking stick to tell them where the maze boundaries are. The patrol members who are not going through the maze cannot help the person who is going through the maze. Points will be subtracted each time a patrol member goes outside the maze boundaries. A bonus will be awarded for the patrol that gets through the maze the quickest.

Scoring:	
Participation	- 45 points
Completion in less than 15 minutes (Minus 2 points for each out of bounds)	- 60 points
Completion in less than 10 minutes	- 75 points
Completion is less than 5 minutes	-100 points
Bonus:	
Patrol yell	- 5 points
Fastest patrol	- 5 points
Total Possible Points:	-110 points

Boardwalk

Materials Supplied by Staff: 2x4 boards with ropes attached.

For this event, the patrols will need to make a walking device to transport all patrol members 50 yards. This requires teamwork and concentration. All patrol members will stand on the boards at the same time, and grab the attached ropes. The patrol must then work together to move the desired 50 yards. Points will be subtracted if patrol members fall. A bonus will awarded for the patrol that is able to move the 50 yards the fastest.

Scoring:	
50 yards in 10 minutes	- 30 points
Minus 5 points for a mishap	
Minus 20 points if the whole patrol falls.	
50 yards in 5 minutes	- 60 points
Team work	- 40 points
Bonus:	
Patrol yell	- 5 points
Fastest patrol	- 5 points
Total Possible Points	-110 points

Hydraulic Bucket Game

Materials Supplied by Staff: Bucket, Water, and Rope

A large pool of toxic waste has been discovered in the Beaumont Scout Ranch. Possibly, chlorinated water from the swimming pool. Each patrol must transfer some Of this highly contaminated material to a safe zone following a complicated course marked by twine. Each patrol will be provided with a bucket full of toxic waste. The bucket must travel along a rope through a course of trees to reach the containment facility. Watch Out! Be sure not to allow any hazardous waste to spill. We don't want to hurt any of the local raccoons. A bonus will be awarded for the patrol that spills the least toxic waste

Scoring:	
Bucket completes course less than full	- 45 points
Bucket completes course half full	- 50 points
Bucket completes course ¾ full	- 75 points
Bucket completes course spilling 0-3 inches of water	-100 points
Bonus:	
Patrol yell	- 5 points
Least water spilled	- 5 points
Total Possible Points:	-110 points

Spider Maze

Materials Supplied by Staff: String and Bells.

A ferocious spider has weaved his web in the center of Beaumont Scout Ranch and your patrol must cross through it. Fortunately, the spider sleeps 23 hours a day, so you have a slim chance of getting through. Each patrol member must wander through the holes in the web without stepping through a hole twice. But, beware! The web is decorated with bells that will wake the spider up. If the spider wakes up, your patrol must sing "Row, Row, Row your Boat" to get him to go back to sleep. Points will be based on time. A bonus will be awarded for the patrol that makes its way through the web fastest.

Scoring:	
Less than 5 minutes	-100 points
Under 8 minutes	- 90 points
Under 10 minutes	- 80 points
Under 15 minutes	- 70 points
Participation	- 45 points
Bonus:	
Patrol yell	- 5 points
Fastest patrol	- 5 points
Total Possible Points	-110 points

String Burning

Materials Supplied by Staff: A bundle of wood, 2 matches, 12' binders twine.

This event focuses on something all Scouts enjoy; fire. Each troop will be given a bundle of Wood, some binders twine and two matches to start a fire. The flames of the fire need to be High enough to burn through a piece of twine suspended in the air. Patrols will be allowed to Use more than the two given matches, but points will be subtracted. Patrols that us only one match to start the fire will be given a bonus.

Scoring:	
Participation	- 45 points
Twine burnt	- 80 points
Twine burnt in 5 minutes	- 90 points
Twine burnt in 3 minutes	-100 points
Bonus:	
Patrol yell	- 5 points
1 match used	- 5 points
Total Possible Points:	-110 points

Paper Plate Mine Game

Materials Supplied by Staff: Paper plates, Blindfold.

In this event, each patrol must send its members through a dangerous mine course, blindfolded. The members of the patrol will be sent through the course one at a time. Since the member going through the mine field cannot use his eyes, he will have to rely on the advice of his teammates to make his way through. The mines will be marked with paper plates. Each time a plate is touched the patrol will lose a certain amount of points. A bonus will be awarded to the patrol that makes it through the mine field touching the least mines.

Scoring:	
Everyone through the mine field (Every mine touches, minus 5 points)	- 80 points
Teamwork and cooperation	- 20 points
Bonus:	
Patrol yell	- 5 points
Least mines touched	- 5 points
Total Possible Points	-110 points

Lash A Tow

Materials Supplied by Staff: 6 poles, 20 lb. weight, 25' kite string.

The patrol must lash together a tow using poles and kite string. The tow must be strong enough To hold a 20 lb. weight at its center. The tow will then be lifted and moved. This event requires The combined force of all the team members. It is suggested that Scouts practice lashing such as those found in the The Boy Scout Hand Book before the camporee. A bonus will be awarded to the patrol that shows the most teamwork while building the tow.

Scoring:	
Successful Tow	-100 points
Lashed Tow	- 80 points
Participation	- 60 points
Bonus:	
Patrol yell	- 5 points
Most Teamwork	- 5 points
Total Possible Points:	-110 points

Balloon Toss

Materials Supplied by Staff: Balloons, Two ropes.

Each patrol will select two of its members to participate in this event. Each of these two members will stand along a rope facing each other. One member will be given a water balloon. When everyone has gathered the Scouts will be instructed to toss the water balloon. Any patrol that drops their balloon will be disqualified. After each successful toss, the two ropes will be moved farther apart. The patrol that has not dropped their balloon is the winner.

Scoring:	
1 st Place	-100 points
2 nd Place	- 90 points
3 rd Place	- 80 points
4 th Place	- 70 points
Participation	- 50 points

Obstacle Course

Materials Supplied by Staff: Bat, Egg, Milk jug, and cup.

This obstacle course will offer 5 challenges in one. They are spinning bat, egg on spoon, fireman's carry, handless water transfer, and wheel barrel.

Scoring:	
Teamwork	-100 points
Bonus:	
Patrol yell	- 5 points
Fastest patrol	- 5 points
Total Possible Points	-110 points

Service Project

Equipment should be supplied by each patrol.

Keystone will be doing a service project during the camporee, and we need your help. Patrol members should bring gloves, rakes, and shovels. Each patrol should check in with the service project leader and do the job he/she assigns. Points will be awarded to each patrol that participates in the service project. A bonus will be given to the patrol that shows the most spirit and teamwork.

Scoring:		
Completion of Job		-100 points
Bonus:		
Patrol yell		- 5 points
Teamwork		- 5 points
Total Possible Points:		-110 points

Scouting Knowledge

Materials Supplied by Staff:

This event challenges the patrol's knowledge of Scouting. The staff member will ask the patrol ten general questions about the BSA, scouting skills, or other related subjects. The patrol should discuss the possible answers, and make a decisive answer. One member of the patrol should be chosen to report the patrol's answers to the staff member. Points will be awarded for correct answers. A bonus will be given to the patrol that answers the most questions correctly.

Scoring:		
10 – points for each correct answer		
Total:		-100 points
Bonus:		
Patrol yell		- 5 points
Most correct answers		- 5 points
Total Possible Points		-110 points

Camporee Scoring Guide

<u>Scored Events</u>	<u>Maximum Points</u>
Patrol Events	1320
Pre-Camporee	100
Balloon Toss	100
Campsite Evaluation	120
Personal and Uniform Evaluation	50
Total Possible Points:	1690

Camporee Awards

PATROL AWARD OF MERIT AND HONOR	1540 to 1437 points
PATROL AWARD OF MERIT	1436 to 1183 points
PATROL AWARD	1182 to 930 points
CAMPOREE AWARD	Less than 930 points

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

MENU AND DUTY ROSTER FOR THE _____ PATROL / TROOP _____

	BREAKFAST	LUNCH	SUPPER	BREAKFAST	LUNCH
MENU					
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 individual's wash personal utensils, then clean cooking pots and utensils; clean kitchen and dining area; store cooking equipment; dispose of garbage/trash; put out fire.

**2000 KEYSTONE DISTRICT FALL CAMPOREE
CAMPFIRE SKIT DESCRIPTION FORM**

_____ Patrol of Troop_____

TITLE OF SKIT_____

Description:

Reviewed and Approved by: _____

***THIS FORM SHOULD BE COMPLETED AND SUBMITTED TO THE
CAMPFIRE LEADER NO LATER THAN THE 1:15 P.M. CAMP ASSEMBLY***

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CAMPFIRE SKIT DESCRIPTION FORM**

_____ Patrol of Troop_____

TITLE OF SKIT_____

Description:

Reviewed and Approved by: _____

***THIS FORM SHOULD BE COMPLETED AND SUBMITTED TO THE
CAMPFIRE LEADER NO LATER THAN THE 1:15 P.M. CAMP ASSEMBLY***

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



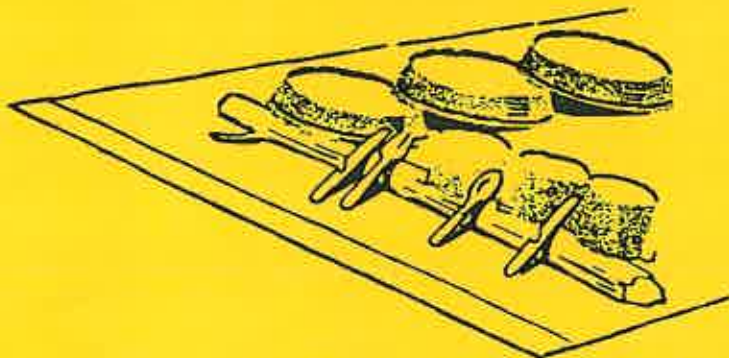
4. Each Scout wipes off his own eating utensils.



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.

One 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



**KEYSTONE DISTRICT
FALL ENCAMPMENT REGISTRATION FORM**

NOTE: The fall encampment registration fee is \$2.00 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 encampment. 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: _____ State: _____ Zip: _____

Phone: (H) _____

(B) _____

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

FOR OFFICE USE ONLY

Date application received _____ total encampment fee.

Fee paid \$ _____ Receipt Number _____

Received by _____

Keystone Account # 1.6801.514.20

Return the Registration Form ASAP
THANK YOU

