

***Keystone District
Trail to Eagle***



***Fall Camporee
2001
October 19th - 21st
Beaumont Scout Reservation***

Manual for the
2001
Keystone District
Fall Camporee



October 19th-21st, 2001
Beaumont Scout Reservation
Nusser Area

Mark Bratkowski, Campmaster
Ronald Jones, Assistant Campmaster
Ralph Wafer, Camporee Advisor

Letter from the Campmaster

Dear Scoutmasters and Adult Leaders,

In designing the 2001 Fall Camporee I paid specific attention to basic Scouting skills. I've realized that for as long as I can remember, Camporees have focused on Scouts showing off their knowledge. However, we've neglected to teach the basic skills that are so important. Many of the Camporee events contain requirements that could help a Scout work his way up to the First Class rank. While the skills taught in each event may not be thorough enough for a scout to finish an advancement requirement, they will at least point him in the right direction. Have the Scouts in your troop ever tied a taught-line hitch? Can they identify a hickory leaf, or build a log cabin fire? I implore you to motivate your Scouts to get the most that they can out of this Camporee. I hope that the information can be put to good use on their trail to Eagle.

Yours in Scouting,

*mark
Bratkowski*

Mark Bratkowski

P.S. If you have any Scouts in your troop who are Order of the Arrow members, please let me know. I am currently assembling a staff and could use talented, older Scouts. If you know anyone who would like to be on staff, or just have any questions about the Camporee my number is 421-6038.

Information for Scoutmasters

Outlining Camporee Procedures, Guidelines, and Patrol methods

Preparation

The purpose of this manual is to provide information for your troop to prepare for the Fall Camporee. The requirements for each event are clearly described. Additional information concerning the events can be found in the scout handbook. Supplemental resources, such as merit badge pamphlets, may be noted in the description of some events. At your next troop meeting, each patrol should go through the manual and see which skills they need to practice before the camporee.

Pre-Camporee

Prior to the camporee, your troop should conduct a camp-out which focuses on learning the skills used during the camporee. This Pre-Camporee is the optimal time for patrols to practice the camporee events in a non-competitive environment. Each patrol should also work on developing a patrol flag, yell and skit for the Fall Camporee.

Patrols

Each troop should divide its Scouts into patrols prior to the camporee. This gives the Scouts a chance to learn to work together as a team, and elect a patrol leader. The optimum number of boys in a patrol is 6-8. **No patrol may have more than eight members.** This would create an unfair advantage for troops that have smaller patrols, e.g. 3-5 boys. Webelos dens are welcome to participate in the Fall Camporee. However, they should be kept separate and not blended into patrols with Boy Scouts members.

Registration

Use the registration forms in this manual or copy them for use at the Fall Camporee. It is helpful, but not necessary to have the registration forms completed and submitted before the camporee.

Arrival and Departure

The camporee will begin on Friday evening and conclude on Sunday morning. Please do not intend on arriving before 5:00 p.m. on Friday night. Also, check with a staff member before you begin setting up tents. If you cannot make it on Friday, please come before 8:30 a.m. on Saturday, so that you do not miss any of the patrol events. The camporee will end at 10:30 a.m. on Sunday. The staff will be leaving at roughly 12:00 noon, so please plan on departing before this time.

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.

Notes to Participants

1. Troop Campsite Locations

When you arrive at Beaumont, follow the road to Nusser Area. When you arrive, check-in at the District Headquarters. The camporee staff will show you where troops may camp, where patrol events will be held, where the evening campfire will be held and where the parade ground is located. **It is essential that troops only camp in designated areas.**

Any troop or patrol that sets up in violation of this procedure will be asked to move its campsite to the proper location.

2. Patrol and Scout Participation

The Patrol Events are designed so that every Scout contributes his efforts to help his patrol succeed. The camporee staff will work to ensure that every Scout in a Patrol participates in every event.

3. Organization

Score Cards

Each Patrol will be issued a scorecard on Saturday morning. This is 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. Each staff member will also keep a score card, but only as a reference. Please bring a clipboard for carrying and protecting the score card. Score cards will be collected at the evening retreat. Each patrol's score will be posted at camp headquarters on Sunday morning.

Event Scheduling

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

4. Time-keeping

To keep the camporee moving on schedule there will be a horn kept at district headquarters. It will be sounded at key times during the camporee to announce the beginning and/or end of major events.

5. Religious Observances

The Keystone District, through the Greater St. Louis Area Council, will invite clergy to the Fall Camporee to conduct religious services on Saturday evening. Everyone is encouraged to attend the service 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. Webelos Dens and Leaders are Welcome at the Fall Camporee

Webelos dens are encouraged to attend the Fall Camporee and to participate. Leaders may bring the den for just the day on Saturday, or for the entire weekend. Webelos Dens accompanying Scout Troops 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.

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.

2001 KEYSTONE DISTRICT FALL ENCAMPMENT

SCHEDULE OF EVENTS

Friday, October 19th

- 5:00-7:00 p.m. Troops arrive at Beaumont Scout Reservation
- 6:00-8:00 p.m. Supper. May be prepared in advance and brought to camp.
- 8:00 p.m. SPL, check that all Scouts in his troop have space in a tent.
- 8:15 p.m. Scoutmaster and SPL meeting at District Headquarters.
1) Turn in Troop/Patrol roster and fees to Campmaster.
2) Discuss and answer questions about Camporee events.
- 8:45 p.m. SPL and Scoutmaster **Cracker Barrel** at District Headquarters.
Each troop should bring a contribution to share.
- 10:00 p.m. Lights Out. Go to Sleep.

Saturday, October 20th

- 6:00 a.m. Wake-up
- 6:30-8:00 a.m. Prepare and eat breakfast. Clean-up. Prepare patrol campsites and personal gear for Campsite and Equipment Evaluations.
- 8:00-8:30 a.m. **Opening Ceremony.** Flag Raising. Introduction of Camporee Staff. Distribution of Event Score Cards to Patrols.
- 8:30-11:30 a.m. **Patrol Events.** Campsite and Equipment Evaluations by Staff.
- 11:30-1:15 p.m. Prepare and Eat Lunch. Clean-up.
- 1:30 p.m. Patrol should turn in its campfire skit scripts.
- 1:30-1:45 p.m. Assemble at flag pole for announcements.
- 1:45-4:45 p.m. **Patrol Events**
- 4:45 p.m. **Tug of War and Ultimate Frisbee**

Saturday October 20th Continued

- 5:00-5:30 p.m. **Free time.** Begin supper preparation. Cleanup and prepare for personal and uniform evaluation.
- 5:30-5:45 p.m. **Retreat.** Flag Lowering. Personal and uniform evaluation conducted by Camporee Staff.
- 5:45-6:15 p.m. **Religious Services.**
- 6:15-8:00 p.m. **Supper.** Be sure to allow time for **Cleanup** so that by 8:00 p.m. everything has been cleaned and put away.
- 8:00 p.m.** **Evening Program.** Assemble by patrol at the flag pole to be led to the evening campfire. (**Ironman Competition**)
- 8:15-9:00 p.m. **Campfire: Skits and Entertainment by Patrols and Staff**
- 9:15-9:45 p.m. **Order of the Arrow Meeting.** All OA members should attend.
- 10:00 p.m. **Lights Out...Sleep.**

Sunday, October 21st

- 6:30 a.m. Wake-up
- 6:30-9:00 a.m. Prepare and eat breakfast. Clean-up. Pack personal gear.
- 9:00-10:00 a.m. Begin breaking camp. Compact all trash, double bag and securely close all trash bags.
- Keep aluminum cans, glass and plastic jugs in separate bags so that they can be recycled.
- 10:00 a.m. **Awards Ceremony and Closing.**
- 10:30-12:00 When ready to check out, send a Scout to District HQ to request final inspection of the campsite.
- After final inspection, Camporee emblems may be picked up by the Scoutmaster.**
- Trash is to be removed from site by each patrol and deposited in the dumpster at the parking area.

Camporee Events

✕ Nifty Knots

For this event, the patrols will be tested in their skill of knots and their uses. A staff member will show each patrol ten basic knots and explain their uses. The patrol will then try to tie the knots. They will be given three chances to tie each knot. Points will be given for each knot based on skill and accuracy.

Scoring:

Knot tied correctly; 1st try	10 points per knot
Knot tied correctly; 2nd try	8 points per knot
Knot tied correctly; 3rd try	5 points per knot
Knot attempted but not tied	2 points per knot
Patrol Flag	5 points
Patrol Yell	<u>5 points</u>
Maximum Score	110 points



Orienteering Course

Patrol members will be asked to demonstrate their skill in orientating a map and describe three simple symbols on a contour map. They will then be given a bearing to follow, and embark upon an orienteering course with five check-points. Points will be awarded on the patrol's knowledge of a map and compass, and their skill in completing the course.

Scoring:

Map orientated correctly	20 points
Symbols identified correctly	10 points each
Course completed in correct order	50 points
Course attempted but finished correctly	30 points
Patrol Flag	5 points
Patrol Yell	<u>5 points</u>
Maximum Score	110 points

Orienteering Course
Primitive Camping
Sp. or W. 2
Natural Survival
Meet the Staff

Primitive Camping

Wilderness Survival Merit Badge Book

Each patrol will be asked to construct a shelter that would be suitable for a night of camping. A tarp and two 3-ft long pieces of rope will be provided by the staff. The patrol should find two sticks to be used as tent poles, and materials to be used as stakes. The shelter should be able to stay up, and provide coverage against foul weather.

Scoring:

Shelter constructed correctly	50 points
Shelter protects against foul weather	50 points
Patrol Flag	5 points
Patrol Yell	<u>5 points</u>
Maximum Score	110 points

X The Weakest Scout

Each Scout in a patrol will be asked a Scout trivia question. Scouts must use their own knowledge in answering the questions and cannot receive help from the patrol. There will be ten questions. The patrol leader will decide which scouts are questioned twice.

Scoring:

Question answered correctly	10 points each
Patrol Flag	5 points
Patrol Yell	<u>5 points</u>
Maximum Score	110 points

Natural Surroundings

The patrols will be taken on a short nature hike. During the hike, the patrol will be asked to identify ten different leaves, flowers, or plants. They will have two guesses to identify each plant correctly.

Scoring:

Plant identified correctly; 1st try	10 points per plant
Identified correctly; 2nd try	5 points per plant
Identified incorrectly	2 points per plant
Patrol Flag	5 points
Patrol Yell	<u>5 points</u>
Maximum Score	110 points

The Spider's Web

A spider-web type maze will be constructed using twine, poles, and bells. The entire patrol must get through the holes in the web, without ringing any of the bells. Points will be subtracted for each bell that rings.

Scoring:

Entire patrol completes the maze	100 points
* Five points will be subtracted for each bell that rings *	
Patrol Flag	5 points
Patrol Yell	<u>5 points</u>
Maximum Score	110 points

✕ Blazin' Fires

For this event, patrols will be asked to collect fuel and branches for the evening campfire. In addition, the patrols must build small teepee, log cabin, or lean-to fire. The fire must be ignited by using only one match.

Scoring:

Patrol collects firewood	70 points
Fire constructed correctly	20 points
Fire ignited with one match	10 points
Patrol Flag	5 points
Patrol Yell	<u>5 points</u>
Maximum Score	110 points

✕ Real Life First-Aid

First-Aid Merit Badge Book

The staff member in charge of this event will describe seven common illnesses/injuries that could occur while camping. The patrol members must guess what the illnesses/injuries are, and describe the first-aid practices that should be used for them. In addition, the patrol must correctly administer first-aid to a wounded staff member.

Scoring:

Illnesses/injuries guesses correctly	5 points each
First aid procedures identified correctly	5 points each
First aid administered correctly to the wounded staff member	30 points
Administered incorrectly	15 points
Patrol Flag	5 points
Patrol Yell	<u>5 points</u>
Maximum Score	110 points

✕ The Trail to Eagle

A staff member will take each patrol on a short hike, (no more than 1 mile). During the hike, he will pause and discuss summer camp, rank advancement, and the Order of the Arrow with the patrol.

Scoring:

Participation	100 points
Patrol Flag	5 points
Patrol Yell	<u>5 points</u>
Maximum Score	110 points

X Scavenger Hunt

Each patrol will be given a list of ten items that can be found around a campsite. The patrol must then go back to their campsite and search for those items. Items may not be borrowed from other troops. Once the patrol has found everything on the list, they should report back to the staff member to receive points.

<u>Scoring:</u>	
Items Collected	10 points each
Patrol Flag	5 points
Patrol Yell	<u>5 points</u>
Maximum Score	110 points

Other Events

Pre-Camporee

Every Patrol is encouraged to attend an overnight pre-camporee to practice skills for the Fall Camporee. If an overnight pre-camporee is not possible, an all-day event may be substituted. Each patrol leader should secure a written note from his Scoutmaster describing the pre-camporee, and what the patrol learned from it. Notes must be turned in to camp headquarters by 4:00 p.m. on Saturday to gain credit.

<u>Scoring:</u>	
Overnight Pre-Camporee	100 points
All-Day Pre-Camporee	<u>50 points</u>
Maximum Score	100 points

Meet the Staff (Lunch-time Event)

Each patrol will be handed a sheet of paper with the name of a staff member on it. There will be ten questions that the patrol must find out about the staff member. The easiest way to answer the questions on the sheet, is to the person himself. Sheet must be turned in by 4:00 p.m. on Saturday to receive credit.

<u>Scoring:</u>	
All questions answered correctly	100 points

Ultimate Frisbee (Late Afternoon)

After the patrol events end, scouts are welcome to play ultimate Frisbee with and/or against the staff. However, this should not interfere with dinner preparations, cleanup, etc. Two teams will be made to include everyone who wants to play.

*** No Scoring ***

Tug of War (Evening Event)

Patrols will face each other in the tug of war. Small patrols, 3-5 members, will face small patrols. Large patrols, 6-8 members, will face large patrols. Thus, there will be two winners. Staff members may not be used in the patrols.

Scoring:

1st Place	100 points
2nd Place	85 points
3rd Place	75 points
Participation	<u>50 points</u>
Maximum Score	100 points

I am Ironman (Evening Event)

Every Patrol should select its bravest and mightiest member to tell the rest of the Camp at the Evening Retreat just how strong he is. In two minutes he should describe an event that proves his enormous strength. The winner will be chosen by the amount of applause that he receives for his story. The winner will also receive a special award.

Scoring:

1st Place	50 points
2nd Place	35 points
3rd Place	<u>20 points</u>
Maximum Score	50 points

Campfire Skit (Evening Event)

All patrols are encouraged to perform a skit at the Saturday night campfire. The skits should be humorous, clean, and involve all members of the patrol. A description of each skit should be written on the form bound in the camporee manual and turned in to Camp Headquarters no later than 1:30 p.m. If the Campmaster has questions about the skit, the patrol may be asked to perform it for him.

<u>Scoring:</u>	
Skit Submitted by 1:30	50 points
Skit Performed at Campfire	<u>50 points</u>
Maximum Score	100 points

Personal and Uniform Evaluation

- | | |
|--|---------|
| 1. Are all Scouts Wearing a Scout Shirt and Neckerchief? | 20 pts. |
| 2. Are Scout Shorts/Pants and Socks worn? | 10 pts. |
| 3. Are emblems worn correctly,
(badge of rank, unit number and council strip) | 5 pts. |
| 4. Are Scouts Clean and Presentable? | 15 pts. |
| Possible Score | 50 pts. |

Camporee Scoring System

<u>Scored Events</u>	<u>Maximum Points</u>
Afternoon Events	1100 pts.
Evening Events	150 pts.
Pre-Camporee	100 pts.
Campfire Skit	100 pts.
Meet the Staff	100 pts.
Campsite Evaluation	125 pts.
Uniform and Personal Evaluation	<u>50 pts.</u>
Maximum Possible Score	1725 pts.

Camporee Awards

Every Patrol participating in the Camporee will be recognized, but only those competing and earning points as outlined below will receive Camporee Ribbons. The first place patrol will receive a special award for their efforts.

Patrol Award of Merit and Honor	1725-1500 pts.
Patrol Award of Merit	1499-1250 pts.
Patrol Award	1249-875 pts.
Camporee Award	Less than 875 pts.

Campsite Evaluations: What is Expected

Campsite and Equipment evaluations will occur Saturday morning. The evaluation will only be made with an Adult Leader present so Leaders should make an effort to be in camp. Patrols should make sure that their campsite is ready to be inspected before they leave for the patrol events.

Campsite and Equipment Evaluation Points Expectation

Campsite Area

1. Campsite Layout	5	Tents away from cooking area
2. Adequate Protection	5	Drainage, Circulation, and Wind
3. Tents and Dining Fly	5	Properly raised; no ropes in pathways
4. Patrol Area	5	Tents arranged in a line or cluster
5. Patrol Flag	5	Posted or prominently displayed
6. Duty Roster	5	Posted and filled out completely
Bonus: Campsite Entrance	5	Gateway constructed with lashings
Identification	<u>5</u>	Sign or name of patrol and troop
	40	

Equipment

1. Personal	5	Stored in tents; out of sight
2. Troop or Patrol	5	Adequate Camping Equipment
Bonus: Ax Yard	<u>5</u>	Safe; equipped with proper tools
	15	

Cooking Area

1. Properly Located	5	Away from tents (not in pathway)
2. Food Supplies	5	Adequate Food Properly Stored
3. Menu	5	Posted; Variety in Meals
4. Adequate Cooking Equipment	5	Clean pots, pans, and skillets
5. Adequate Dish Washing Equipment	<u>5</u>	Large pots, dish rack, scrub pads
	25	

Safety and Sanitation

1. First aid kit	5	Displayed; fully equipped
2. Garbage Disposal Location	5	Away from Food Prep. Area
3. Firewood	5	Out of the way; under a tarp
4. Care and Disposal of Garbage	5	Container with a closeable top
Bonus: Compacting	10	Boxes Flat and compact
Recycling	<u>15</u>	Alum. cans, glass, plastic separated
	45	

Maximum Score

125 points

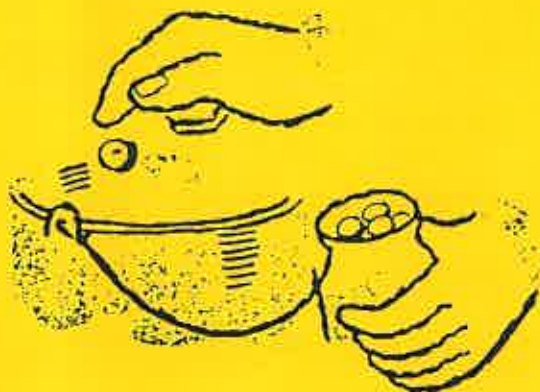
PATROL DISH WASHING

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



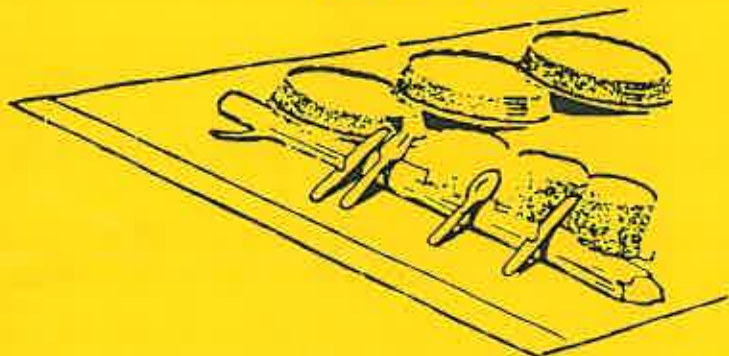
4. Each Scout wipes off his own eating utensils.



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.

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



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; sever 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.

