



KEYSTONE

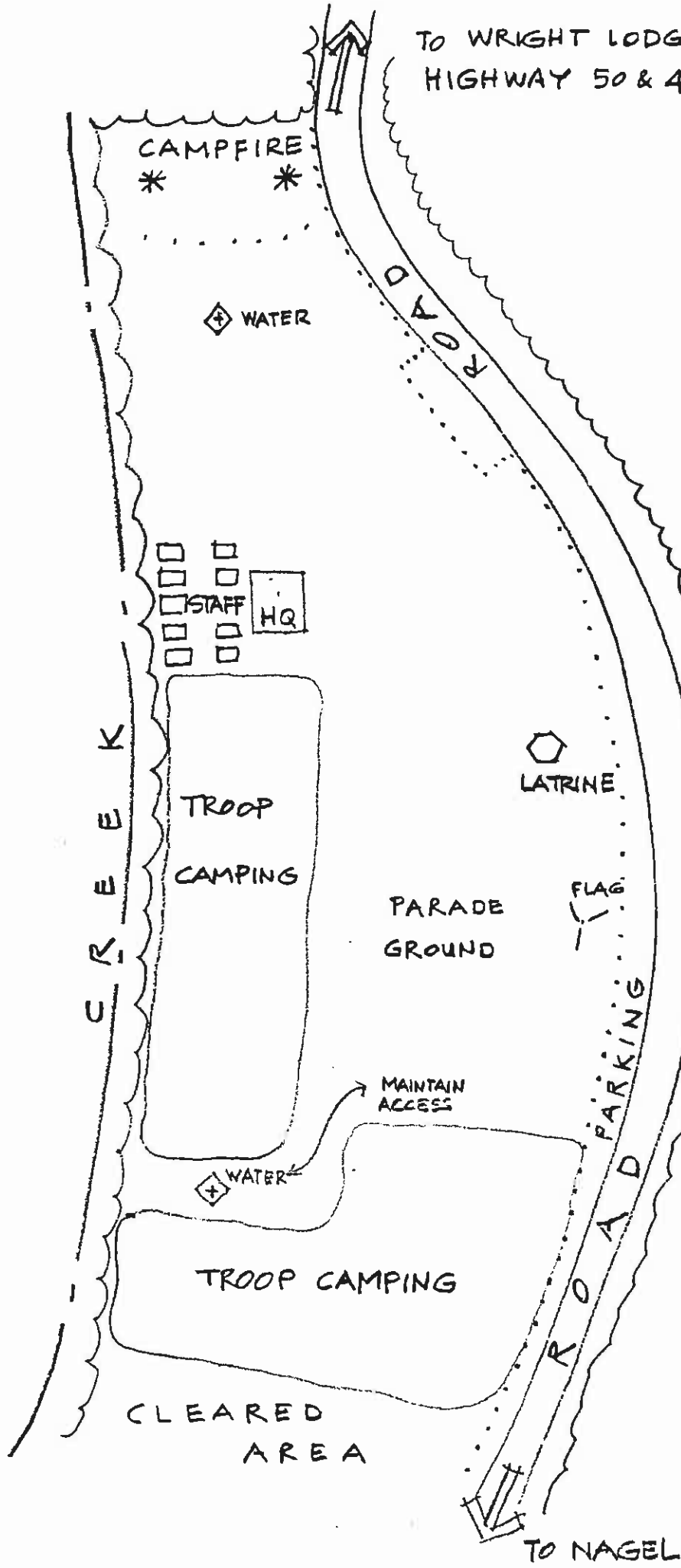
1997

DISTRICT

SPRING CAMPOREE



**BEAUMONT SCOUT RESERVATION
MAY 2, 3, & 4, 1997
LAEMMLI AREA**



TO WRIGHT LODGE &
HIGHWAY 50 & 44



MAP FOR
KEYSTONE
SPRING
CAMPOREE

1997

LAEMMLI AREA
BEAUMONT SCOUT
RESERVATION
MAY 2-4, 1997

TO NAGEL

ATTENTION: SCOUTMASTER SPRING CAMPOREE MANUAL

Explaining troop and patrol participation, registration data, the projects inspections, the point scoring system, and other data. **INSPECTIONS AND PATROL PROJECTS WHICH ARE TO BE USED ARE 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 outstanding, 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 them in the Scoutmaster's Handbook (Chapter 11). They may not be members of a patrol, but they could 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** - Patrol should use wood or charcoal fuel. No live trees should be cut down.
3. **Use of Water** - Water spigots are for the purpose of 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

The following four policies must be adhered to:

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 gently. 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.

KEYSTONE DISTRICT 1997 SPRING CAMPOREE

SCHEDULE OF EVENTS

FRIDAY, MAY 2nd

- 5:00-9:00 PM Troops arrive at Laemli 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 SPL check that all Scouts in his Troop have space in a tent.
- 9:15 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 SPLs' and Scoutmasters' Cracker Barrel at District Headquarters. Each Troop bring a contribution to share with others.
- 10:00 Campsites quiet. All lights out

SATURDAY, MAY 3rd

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

1997 KEYSTONE DISTRICT SPRING CAMPOREE

SATURDAY, MAY 3rd (continued)

- 8:00 **EVENING PROGRAM.** All scouts and scouters gather at Flag Pole. The Camporee Staff will lead everyone to the Campfire site.
- 8:15-9:45 **Campfire: Skits and Entertainment**
- 10:30 Days' End...Campsites quiet...All lights out.

SUNDAY, MAY 4th

- 6:30 AM Wake-up
- 6:30-9:00 Prepare and eat Breakfast. Clean-up.
- 9:00-10:00 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 **Awards Ceremony and Closing**
- 10:30-12:00 Break Camp. Police grounds, clean site.
- When ready, send a Scout to District HQ 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.

KEYSTONE DISTRICT 1997 SPRING CAMPOREE

NOTES TO PARTICIPANTS

1. Troop Campsite Locations

Check-in with the Traffic Director when arriving at Laemmlli 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

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's scorecard at the same time as he marks his own. The official scorecard for each event is, 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 5:30 pm.

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 Spring 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 pm, 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 Spring 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 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 Spring Camporee

Webelos dens are encouraged to attend the Spring 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 blended into the ranks of the Troop.

Cub Scouts who are not Webelos may not camp overnight at the Camporee.

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Camporee Scoring System

<u>Scored Events</u>	<u>Max. Points</u>
Patrol Events	1410
Pre-Camporee	100
Patrol Spirit	70
Campsite Evaluation	130
Uniform & Personal Evaluation	50
Total Points	1760
Bonus Points for Extra Effort in Campsite Evaluation	30
Maximum Possible Score	1790

Camporee Awards

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

PATROL AWARD OF HONOR AND MERIT	1790 to 1566 points
PATROL AWARD OF MERIT	1565 to 1120 points
PATROL AWARD	1119 to 675 points
PARTICIPATING PATROL	Less than 675 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: is The Boy Scout Handbook, 10th Edition, 1990

Fieldbook: is 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 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.

<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 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 (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
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 separated
BONUS +++ Compacting	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
	130	points possible
	+ 30	possible bonus points

Personal and Uniform Evaluation

1) Are all Scouts wearing a Uniform?	15 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?	25 points
	50 points possible

1 9 9 7 S P R I N G C A M P O R E E S C O R I N G C H A N C E S

PRE-CAMPOREE

Every Patrol is encouraged to attend an overnight pre-camporee in advance of the Spring Camporee. The purpose is to practice the skills that will be needed for the projects at the Spring Camporee. 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 4:00pm, 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 pts.

P A T R O L E V E N T S

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 1:00 pm 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 pts.
Submitted after 1:00, Approved and Performed - 75 pts.

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, Do the Work Requested - 100 pts.

ORIENTEERING SKILLS

Equipment: Compass provided by Patrol

This activity will cover all of the skills required 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 (Five at 10 points) - 50 pts.
Patrol Discussion and Cooperation - 25 pts.

2. Orientation: Each Patrol will be shown a USGS map which 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 Map Correctly - 40 pts.
Explanation - 10 pts.
Define "Declination" - 10 pts.
Patrol Cooperation - 15 pts.

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 pts.)- 50 pts.
Patrol Cooperation - 25 pts.

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 pts.)- 50pts.
Patrol Cooperation - 25 pts.

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 pts.) - 150 pts.
(Every Foot Beyond 5' Radius of
End Point, subtract 1 point)
Patrol Teamwork & Cooperation - 50 pts.
200 pts.

Sources: Handbook: pp. 179-197 Orienteering Merit Badge Pamphlet
Fieldbook: pp. 21-36

FAHRENHEIT 212°

Objective: Boil one pint 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 pint 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 that will boil the water. Once started, no fuel may be added to the fire. 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
1997 Keystone Spring Camporee Manual

Scoring: Patrol Teamwork & Cooperation	-	25 pts.
Fire Site Preparation		15 pts.
Fire built, started and water boiled in		
less than 10 minutes	-	30 pts.
less than 15 minutes	-	20 pts.
less than 20 minutes	-	10 pts.
Fire Started with One Match	-	25 pts.
Two matches	-	15 pts.
Fire Properly Extinguished and Site Restored	-	15 pts.
		110 pts.

CULINARY ARTS 201: OUTDOOR CAKE BAKING

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

Having mastered utensilless meal making last year, it is now time to master more challenging 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. Staff members will be circulating through the Campsites to review cooking methods. When the cake is ready, the Patrol Leader must go to Staff HQ to request a staff member to join his Patrol for dessert.

Sources: Handbook: Chapter 5
Fieldbook: Chapter 9

Scoring: Completely Baked Cake (but not Burned)-	50 pts.
Cooking Method	
Dutch Oven	10 pts.
Foil Pouch	15 pts.
Foil Oven	20 pts.
Solar Oven	25 pts.
Judge's Opinion on Taste & Appearance	- 10 pts.
Proper Clean-Up	- 15 pts.
Maximum Possible	100 pts.

POWERS OF OBSERVATION (AND MEMORY)

Equipment: Pen or pencil and paper to be supplied by Patrol

At this event the Patrol will give its pen and paper to the Staff Leader and will then be shown a large tray of assorted objects from the woods, fields and hillsides of Beaumont. The Patrol will have one minute to view the contents of the tray before it is covered. Pen and paper will be returned and the Patrol will have three minutes to remember what it saw and record them on the paper.

Scoring: Correct Identification (25 at 3 pts. each) - 75 pts.
Patrol Teamwork and Cooperation - 25 pts.
100 pts.

FIRST AID

Equipment: Provisions for Day Hike

The Patrol, while on a day hike at Beaumont, will find the victim of an accident. The victim will be unconscious and therefore unable to communicate. The Patrol should evaluate the situation, then take the actions necessary to give First Aid. After the victim 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, 09-15
First Aid Merit Badge Pamphlet

Scoring: Proper First Aid procedures - 50 pts.
First Aid Quiz - 30 pts.
Patrol Teamwork/Cooperation - 20 pts.
100 pts.

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.

The skills required to successfully complete are all in the Handbook and Fieldbook.

Scoring: Correct Answers (5 at 10 points) - 50 pts.
Patrol Discussion and Cooperation - 20 pts
Fastest Time - 30 pts.
(second fastest-20, third-10) 100 pts.

CAMPSITE IMPROVEMENTS

Equipment: Ropes for lashings are to be provided by Patrol
Wood Poles of Various Lengths will be Provided by Staff

The Patrol must make two "campsite improvements" which will involve lashings as directed by the Staff Member in charge of the Event. The Patrol's job is to devise the correct design, lash it together properly, and show how it will serve the use for which it is designed. No Patrol member may tie more than one type of lashing.

Sources: Handbook: pp. 149-155

Scoring:	Correct Design	- 30 pts.
	Correct Lashings	- 40 pts.
	Cooperation/Teamwork	- <u>30</u> pts.
		100 pts.

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!

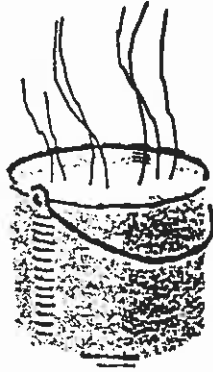
Scoring:	First Challenge Successfully Overcome	- 20 pts.
	Teamwork and Process in Solving Challenge	- 30 pts.
	Second Challenge Successfully Overcome	- 20 pts.
	Teamwork and Process in Solving Challenge	- <u>30</u> pts.
		100 pts.

PATROL DISH WASHING

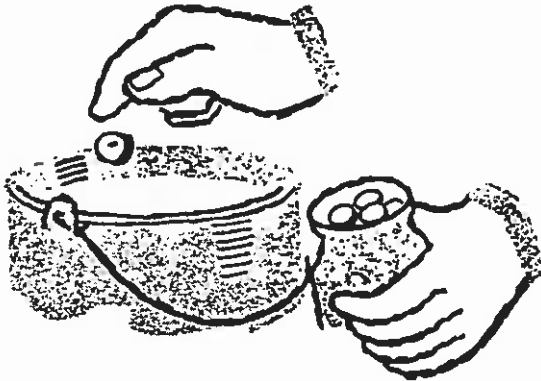
Good dishwashing techniques involve everyone. Both "cleanup Scouts" and other patrol members have responsibilities.

OTHER SCOUTS DO THIS.

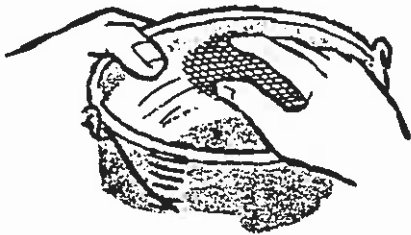
"CLEANUP SCOUTS" DO THIS



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



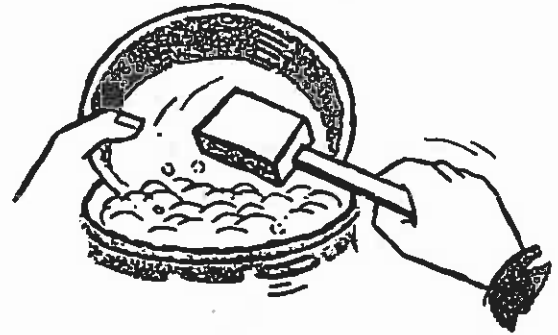
2. Add sterilizing agent to the remaining hot water for rinse water.



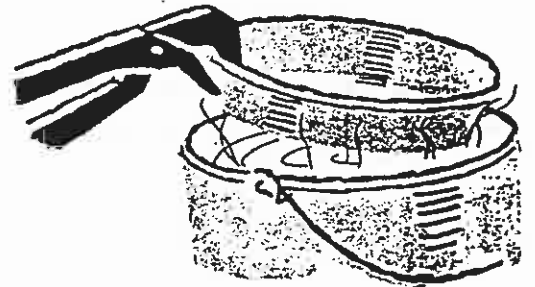
3. While other Scouts wash their utensils (see next column), "cleanup Scouts" begin cleaning cooking pots.



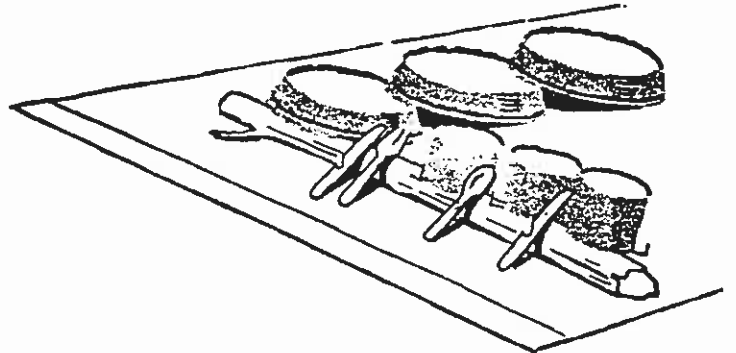
4. Each Scout wipes off his own eating utensils.



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.)

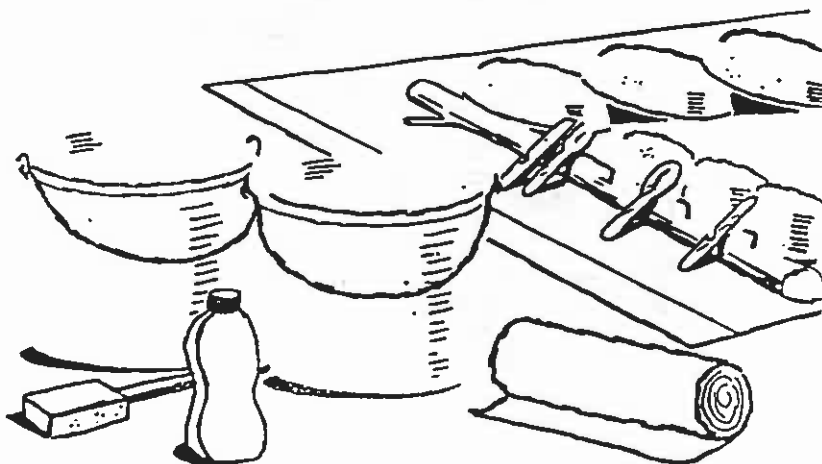
- Cleanup Scouts spread garbage on the fire to burn. Cans are burned out and crushed and glass containers are washed out and placed in trash disposal or tote-litter bag.

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 _____

	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 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.

**KEYSTONE DISTRICT
SPRING CAMPOREE REGISTRATION FORM**

NOTE: The Camporee Registration fee is \$1.50 per Scout. This fee includes the emblem. NO refunds will be given. Registration form 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
Spring Camporee
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**

