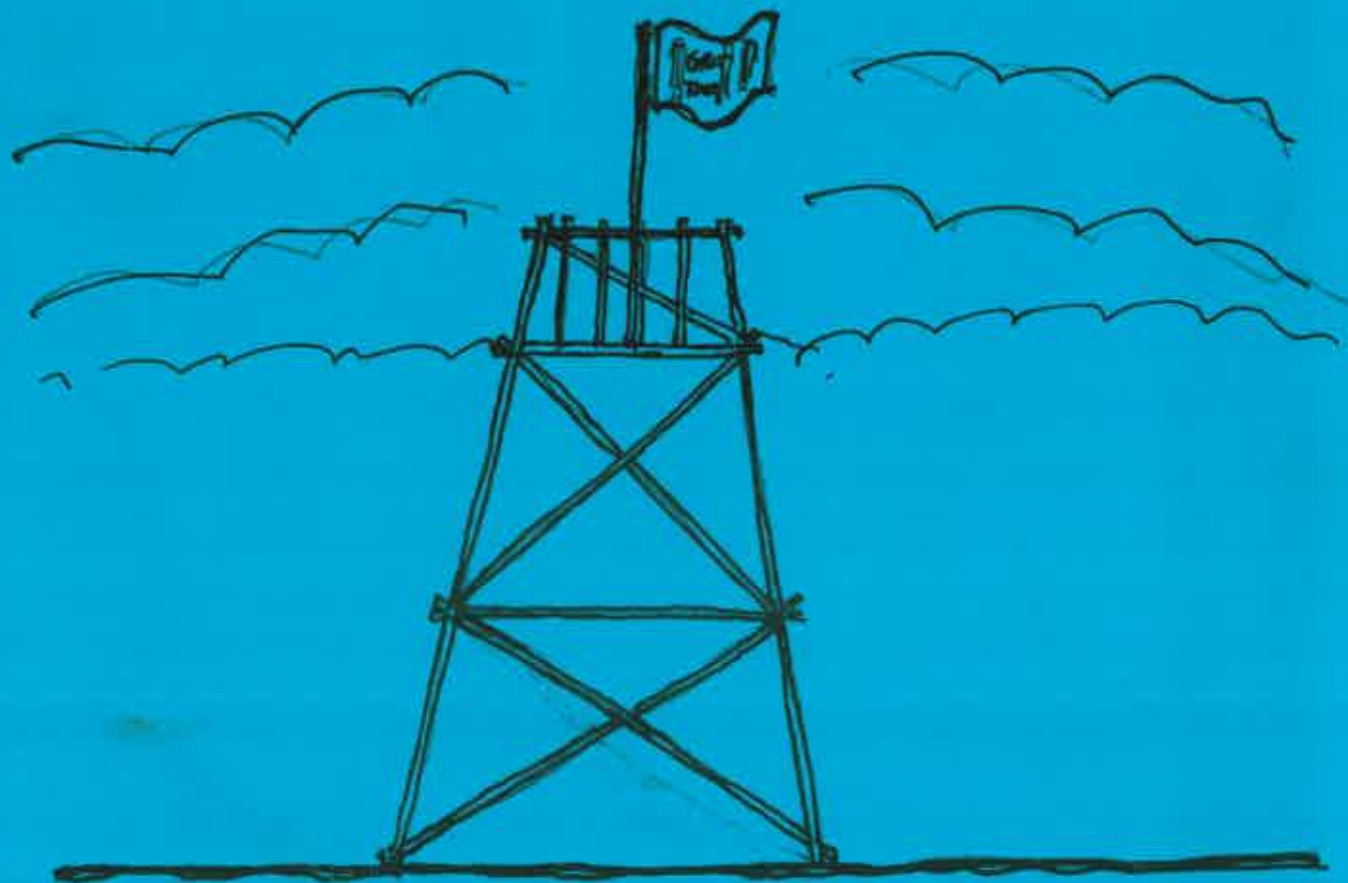


T H E 2 0 0 3

G R A N D T O W E R S

S P R I N G C A M P O R E E



**B U I L D
T H E G R A N D T O W E R**

Laemmlli Area • Beaumont Scout Reservation

May 2-4, 2003

Jajuan Sanders, Campmaster

Ralph Wafer, Advisor

ATTENTION: SCOUTMASTER & SR. PATROL LEADER

HERE IS THE MANUAL FOR THE 2003 SPRING CAMPOREE

This year's theme is "**Build the Grand Tower.**" This has two meanings:

- 1) We want each patrol to build a tower at the Camporee and
- 2) We want every scout to help build the Grand Towers District.

To build a tower the patrol members need to have Pioneering skills. Accordingly we have included several pioneering related events at which to apply those skills.

This Manual explains Troop and Patrol participation, registration procedure, schedule of activities, the Camporee events, the scoring system, and Evaluations.

PREPARATION:

Your Troop and Patrols will derive the greatest benefit from the Spring Camporee by preparing for it. The requirements for each event are clearly described in this Manual. At the next Patrol Leaders Council meeting, review the Manual with your Leadership Corps and Patrol Leaders. Each Patrol Leader should have a copy.

Your Leadership Corps should conduct demonstrations and instruction at troop meetings. The Patrols can practice the skills they have learned in their Meetings.

PRE-CAMPOREE:

Prior to the Spring Camporee your troop should conduct a Pre-Camporee camping trip. This will allow the Patrol to practice the Patrol Method in campsite responsibilities and to practice for the events described in this Manual.

PATROLS:

Scouting works best when the Troop's members are divided into Patrols. The optimum number of boys in a Patrol is 6-8. No Patrol at the Spring Camporee may have more than 8 members.

Each troop's Patrol structure should be formed before the Spring Camporee and each Patrol should practice for the events as a unit. All activities are designed for Patrols and the most successful Patrols will be the ones who have practiced together. Do not mix boys from different Patrols at the Spring Camporee.

REGISTRATION:

Use the Registration Forms in this Manual or copy them for use at the Spring Camporee. It is helpful, but not necessary, to have the Registration Forms completed and submitted before the Camporee. They will also be accepted on Friday evening or Saturday morning by the Campmaster.

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.

GRAND TOWERS SPRING CAMPOREE, 2003

NOTES TO PARTICIPANTS

1. Troop Campsite Locations

Check in with the District Headquarters when arriving at Laemmli Area. Every Troop will be given a map showing the Troop camping areas and where all events and activities will be held. Set up tents only in the areas designated for camping.

2. Patrol and Scout Participation

The Spring Camporee Staff will work to ensure that every scout in a Patrol participates in Events. The emphasis of the Spring Camporee Events is to encourage Patrol participation, cooperation and teamwork.

3. Organization

Scorecards: Each Patrol will be issued a scorecard at the Opening Ceremony. It will be the Patrol's Official Scorecard for the Spring 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 scorecard must be taken to each event in order for the Patrol to receive an official score. Staff Members will also keep scorecards, but only as a reference. Bring a clipboard for carrying and protecting the Patrol's scoreboard. Scorecards will be collected at the Evening Retreat and the results posted on the District Scoreboard at District HQ.

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 Spring Camporee staff member will be assigned as a Staff Counselor for each Patrol. He will conduct the personal evaluations of the Patrols to which he is assigned and check their campsites before they leave on Sunday.

4. Timekeeping

To keep the Camporee 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 Grand Towers District, through the St. Louis Area Council, will invite clergy to the Spring Camporee to conduct religious services on Saturday evening. Every one is encouraged to attend the Service of his respective faith. The Services are scheduled to occur at 6:00 pm, after the Evening Retreat and before supper. Locations of the Services will be announced at the Retreat.

6. Leave-No-Trace Camping

Leave-No-Trace Camping means taking and using only what is needed by the Patrol and not damaging or leaving a mark at campsites.

- a) The water hydrants are to be used for filling a Patrol's water containers only.
- b) No cutting of trees is permitted for firewood.
- c) Reduce trash and garbage by carefully planning the Patrol's menus for the Spring Camporee. Organize food into the correct quantities and repack it into plastic bags. That way there should be no waste food and minimum waste packaging at the end of the weekend.
- d) Dig a fire pit instead of building fires on the ground
- e) Recycle all aluminum, glass and plastic containers. Special plastic bags will be issued to use for recycling.
- f) Place all trash in heavy-duty bags to keep your campsite clean. Consolidate the trash so there's room for every troop's trash in the dumpsters at the Cub World parking area.

7. Council Equipment

Council tentage is available to Troops who make reservations with Council for renting tents, dining flies, 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 Executive, Robbie Robinson (256-3082). The Spring Camporee staff cannot take any responsibility for securing, setting up, striking, folding or returning Council tentage for any Troop.

8. Webelos Dens and Leaders are Welcome at Spring Camporee

Webelos Dens are encouraged to attend and participate at the Spring Encampment. The Dens will do the same events as the Boy 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 Boy Scout Troops must have their own leadership present and participate as a Den. Webelos may not be blended in to the ranks of the Troop.

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

GRAND TOWERS SPRING CAMPOREE, 2003

SCHEDULE OF EVENTS

FRIDAY, MAY 2nd

- 5:00-9:00 PM Troops arrive at Laemmli Area. **Check-in at District Headquarters and receive map showing Camping Areas.** Do not arrive before 5:00 PM.
- 6:00-9:00 PM Eat Supper and Set-up Camp.
- 9:00 SPL checks that all Scouts in his Troop have space in a tent.
- 9:15 SPLs' Meeting at District Headquarters
1) Submit Troop/Patrol roster and fees to Campmaster.
2) Discuss rules of Spring Camporee and of Camporee events.
- 9:30 SPLs' and Scoutmasters' **Cracker Barrel** at District Headquarters. Each Troop brings a contribution to share with others.
- 10:00 Campsites quiet. All lights out.

SATURDAY, MAY 3rd

- 6:30 AM Wake-up
- 6:30-8:30 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. Distribution of Scorecards and Event Schedule cards to Patrols.
- 9:00-11:30 **Patrol Events.** Campsite and Equipment Evaluations by Staff.
- 11:30-1:00 PM **Lunch.** Each Patrol prepares its Utensiless Meal. Staff will visit each Patrol to sample and view the Utensiless Meal.
- 1:00-1:15 **Cleanup**
- 1:15-1:30 Assemble at Flag Pole for Announcements. Each Patrol should submit its Skit script now.
- 1:30-4:30 **Patrol Events.**
- 4:30-5:30 Free Time and Frisbee Football.
- 5:30-5:45 Clean-up and prepare for Personal and Uniform Evaluation. Rehearse Skits.

GRAND TOWERS SPRING CAMPOREE, 2003

SATURDAY, MAY 3rd (continued)

- 5:45-6:00 **Retreat.** Flag Lowering. Personal and Uniform Evaluation conducted by Camporee Staff.
- 6:00-6:15 **Religious Services.**
- 6:15-8:00 PM **Supper.** Be sure to allow time for **Clean-Up** so that at 8:00 pm everything is cleaned and put away.
- Use the rest of the time to Rehearse Skits.
- 8:00 **EVENING PROGRAM.** Assemble at Flag Pole to be led to the Evening Campfire site.
- 8:15-9:45 **CAMPFIRE: Skits and Entertainment by Patrols and Staff**
- The Grand Towers Order of Arrow chapter will meet at the Campfire after the Patrols have returned to their campsites.
- 10:00 Day's End . . . Campsites quiet . . . All lights out.

SUNDAY, MAY 4th

- 6:30 AM Wake-up
- 6:30-9:00 Prepare and eat Breakfast. Clean-up. Pack personal gear.
- 9:00-10:00 Begin Breaking Camp. Compact and securely close all trash bags.
- Take bags of aluminum cans, glass and plastic jugs home to be recycled.
- 10:00 **Awards Ceremony and Closing**
- 10:30-12:00 Complete Breaking Camp. Police grounds. Clean Site.
- When ready to Check-out, send a Scout to District HQ to request final inspection of campsite.
- Trash Bags are to be removed by each Troop/Patrol and deposited in the dumpster at the Cub World parking area.

GRAND TOWERS SPRING CAMPOREE: SCORING CHANCES

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 Camporee projects. 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 4:30 pm, Saturday, a written statement signed by its Scoutmaster and Patrol Leader describing when and where its pre-camporee was held. If the day-only event is participation in Grand Tower's Fairgrounds Park event on April 26th the Patrol will earn 100 points.

Scoring: Overnight Pre-Camporee	100 pts
Day-only Pre-Camporee	50 pts

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. Every Patrol can earn five points for showing its flag and five points for giving its yell at each Camporee Field Event. The Patrol will not be reminded to give its yell.

Scoring: 10 pts. per Event, Flag and Yell

FRISBEE FOOTBALL

Each Patrol should enter the Frisbee Football Tournament. First team to score twice wins. Coin toss determines who "kicks off." Ten minute time limit, sudden death overtime if tied. Five players maximum, number of players must match opponent's number if less than five.

Scoring: First Place -	100 points
Second Place -	75 points

CAMPFIRE SKIT

Equipment Supplied by Patrol: Props and Costumes

The object is to create an original, humorous skit to perform at the Evening Camp-fire Program to entertain the audience and the Judges. Skit descriptions must be on the form provided in this Manual and submitted at the 1:15 pm Assembly. BE CREATIVE. THINK ABOUT YOUR SKIT BEFORE THE CAMPOREE. The Skit must be approved in order to be performed. Three/Fourths of the Patrol's score will be determined by Staff Judges when the Skit is performed on the basis of it's originality, creativity, and stage presence.

Scoring: Submitted at 1:15 pm and Approved for Performing	25 pts
Performance Evaluation by Judges: Maximum Points	75 pts

CAMPOREE FIELD EVENTS

SERVICE PROJECT

Equipment: Work Gloves, Rakes and Shovels Supplied by Patrol:

Every Patrol should help with the Service Project. Check-in with the Service Project staff member before starting work in order to receive instructions and get credit.

Scoring: Completion of Work to Satisfaction of Staff 100 pts

UTENSILESS COOKING

Lunch menu must be turned in to HQ by 11:30 Saturday morning.

Each Patrol must cook a lunch without using any man-made containers such as tin cans, skillets, pots, pans, aluminum foil, or cooking aids such as forks, spoons, metal grills, or spatulas. Scoring will be based on the preparation as well as the results. The meal must include fresh meat, a bread, a vegetable, and a dessert. Each item must be cooked to earn points. The meal must be ready for judging and sampling by 1:00 p.m.

Scoring:	Preparation and Cooking Method	25 pts .
	Meal Ready to Eat at 1:00 p.m.	25 pts.
	Meat, bread, vegetable and dessert, all cooked and edible at 10 pts each	40 pts.
	Clean up	<u>10 pts.</u>
	Maximum:	100 pts

Reference: Handbook: pp. 279-80
JLTC Manual

FIREBUILDING

Equipment: Tinder and Kindling plus Spirit by Patrol
Match and Set Up by Staff

The object of this event is to test the Patrol's skill at building and lighting a fire. They will have five minutes to build a fire out of tinder and kindling they find and collect. The fire lay will have two strings; one at 8" and one at 18". The tinder, kindling and fuel may be stacked no higher than 8". The fire must burn through the string at 18". The patrol will be supplied one match. Alternate fire-starting methods will gain more points.

Scoring: Successfully Burn Through String in 5 minutes 50 pts.
(10 Points off for each minute over 5)
Bonus of 50 points for flint and steel
Bonus of 100 points for fire by friction.
Bonus of 10 points for hot spark fire.

PIONEERING EVENTS

THE GRAND TOWER

Each Patrol should plan to erect a Grand Tower at its campsite. Any Tower is Grand if it is properly erected. Height is relative. A Tower that serves a purpose other than showing how well your Patrol knows lashings will get extra credit. The Tower that shows the greatest design creativity and ingenuity will receive extra credit. The Campmaster and his Staff will judge all Towers.

Scoring:	A successful Grand Tower	100 pts
	Dual Purpose Grand Tower	25 pts
	Bonus of 25 points for Most Creative & Ingenious	<u> </u>
		125 pts

BEAUMONT SNAKES PIT

The object is to cross the snake pit using an A-frame walker made of 3 spars. The top of the A-frame requires a shear lashing. The crossbar requires diagonal lashings. Four guy lines will be tied at top using two half hitches. The patrol then stands the walker upright and one member stands on the crossbar and the rest of the patrol walk it across the pit using the guy lines. The time limit is 15 minutes.

Scoring:	Correct Lashings	60 pts
	Successfully Cross the Pit	25 pts.
	Teamwork & Cooperation	<u>15</u> pts.
	(5 points off for every minute over 15)	100 pts.

MISSOURI LOG HOIST

The object is lift a log from the ground by using rope and knot skills. The hoisting method is for a Patrol member to throw a coiled rope over a cross bar and tie the held end to a nearby stake with a clove hitch. Another member ties the thrown end to a short log with a timber hitch at one end and a half-hitch at the other. To hoist the log another Patrol member ties a sheep shank in the rope to shorten it and raise the log from the ground. All hitches must be correct. When complete the knots are untied and a fourth Patrol member coils the rope for the next Patrol. Five minute time limit.

Scoring:	Correct Knots & Coiling	80 pts.
	Teamwork & Cooperation	<u>20</u> pts.
	(10 points off for every minute over 5)	100 pts.

PATROL LEADER'S CHAIR

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

The Patrol must make a "chair" on which on which to carry its Patrol Leader for 50' without his spilling the cup of hot soup he will be carrying. The Patrol's job is to devise the simplest and sturdiest "chair" design, lash it together properly, pick up the Patrol Leader, and carry him smoothly. No Patrol member may tie more than one lashing.

Scoring:	Correct Chair Design	30 points.
	Correct Lashings	30 points.
	Cooperation/Teamwork	30 points.
	Smooth Ride/No Spills	<u>10 points.</u>
		100 points

FLAG POLES FOREVER

Equipment: Wood Poles and Twine for Flag hoist and guy wires Provided by Staff
Whipped Rope Sections for lashing to be Provided by Patrol

Each Patrol will be given enough wood poles to make an 16' high flag pole. The poles must be lashed together with the correct lashings, the flag hoist lines and the guy lines attached. The completed pole should then be erected and the Patrol flag raised. The Patrol Flag should be able to be raised and lowered in order to score maximum points.

Scoring:	Correct Lashings	35 pts.
	Cooperation/Teamwork	25 pts.
	Flagpole Straight and Secure	20 pts.
	Flag may be Raised and Lowered	<u>20 pts.</u>
		100 pts.

References: **Handbook: pp. 8, 35-37, 138-150**
Pioneering Merit Badge Pamphlet

NATURE SCAVENGER HUNT

Equipment: Scout handbook, Fieldbook (old edition), collection bag

Each patrol will be given a scavenger list at the Opening Ceremony. From the list of 20 items, the patrol must find at least 10 different items to score any points. The items will be those found in nature at Beaumont.

All found items to be turned in and identified at District Headquarters no later than 4:30 p.m. on Saturday.

Scoring:	First 10 Items (Min. of 10 required to Score) at 5 points -	50 points
	Additional Items at 3 points (15 possible items) -	45 points
	Bonus Points for all 25 items -	<u>5 points</u>
		100 points

FIRST AID

Objective: An Overview of First Aid Knowledge and Preparedness
Equipment: The Patrol First Aid Kit (or the Troop's); Neckerchiefs, Staves or Hiking Sticks, and a Blanket.

The members of the Patrol will be confronted with First Aid scenarios and will have to immediately describe the First Aid required for each one. There will be a 20-second time limit to answer each question. Each Patrol member will be presented with a situation and only he may respond with the First Aid solution. The Patrol should know several ways to transport an injured person. The Patrol should know the contents of its First Aid kit and how to use everything in it.

Sources: Handbook: pp. 401-443; 162-169
Fieldbook: pp. 167-193, 09-15
First Aid Merit Badge Pamphlet

Scoring:	First Aid Scenarios (5 at 15 pts)	75 pts.
	Emergency Transportation	25 pts.
	First Aid Kit Knowledge	25 pts.
	Patrol Teamwork/Cooperation	<u>25 pts.</u>
		150 pts.

2 x 4 BOARDWALK

Equipment: 2"x4" Boards Supplied by Staff

Your Patrol will be asked to use the 2"x4"s as the vehicle to walk twenty-five (25) yards. This is an activity requiring everyone to work together as a unit so the vehicle will move. Every Patrol Member will stand on each of the 2"x4"s, grasp a loop of rope attached to each board, and in concert lift the right board and then the left one to walk the designated distance.

Scoring: 25 yards in 2 minutes or less – no mishaps - 100 points
(Any mishap or fall costs 10 points)
25 yards in over 2 minutes - no mishaps - 75 points

END OF FIELD EVENTS

Personal and Uniform Evaluation - Performed at Evening Retreat

The members of every Patrol will be evaluated at the Evening Retreat by the following criteria:

- 1) Is every Scout wearing his Scout Shirt? 10 points
 - 2) Is every Scout in the Patrol in Full Uniform? 10 points
 - 3) Are insignia properly placed and badge of rank worn? 5 points
 - 4) Are Scouts clean and presentable? 25 points
- 50 points possible**

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.

<u>Campsite and Equipment Evaluation</u>	<u>Points</u>	<u>Expectation</u>
<u>Campsite Area</u>		
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	
<u>Equipment</u>		
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	
<u>Cooking Area</u>		
1. Property 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	
<u>Safety and Sanitation</u>		
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

GRAND TOWERS SPRING CAMPOREE, 2003

Spring Camporee Scoring System

Patrol Events	1,125 points
Patrol Spirit	110 points
Pre-Camporee	100 points
Skit	100 points
Frisbee-Football	100 points
Campsite Evaluation	125 points
Personal Evaluation	<u>50</u> points
Maximum Possible Score	1,710 points

Spring Camporee Awards

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

PATROL AWARD OF HONOR AND MERIT	1,710 to 1,500 points
PATROL AWARD OF MERIT	1,499 to 1,276 points
PATROL AWARD	1,275 to 855 points
PARTICIPATING PATROL	854 points or less

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 Patrol Events

On the following pages the Patrol Events are described. The sources of information listed can help the Patrol in its preparation. The sources referenced are:

Handbook: is the The Boy Scout Handbook, 11th edition, 1998

FieldBook: is the Fieldbook, Boy Scouts of America, 3rd edition, 1984

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

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.

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



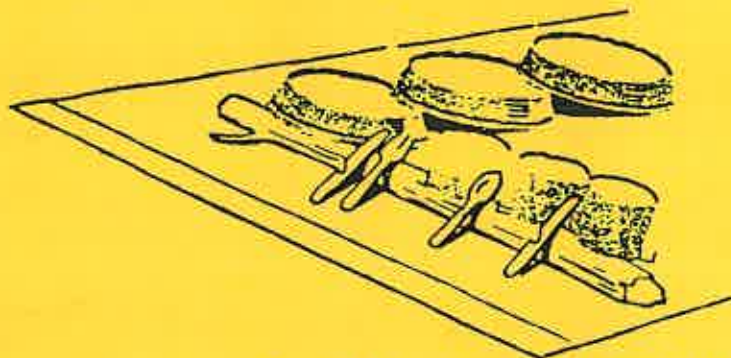
4. Each Scout wipes off his own eating utensils.



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.

GRAND TOWERS SPRING CAMPOREE, 2003
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 pm Camp Assembly.