

PIONEER WEEKEND *

* A COMPETITION WEEKEND WHICH
TESTS BASIC SCOUT SKILLS

SCHEDULE

FRI

6:30 P - LEAVE SCOUT BLDG

7:00 P - DROP OFF AT KNAUERTOWN, HIKE TO PARK

7:30 P - ARRIVAL INSPECTION

8:00 P - ESTABLISH CAMP - TENTS, FIRE PITS, TRIPODS

SAT

6:30 A - REVEILLE

7:00 A - MORNING MEAL - COOKING CONTESTS

8:00 A - CAMP CLEAN UP

- SET UP FOR COMPASS, DISTANCE, JUDGING,
AND MAP EVENTS

9:30 A - BEGIN EVENTS

10:00 A - MORNING BREAK

- SET UP FOR ROPE EVENTS

10:30 A - BEGIN ROPE EVENTS

- CAMP SITE INSPECTIONS

12:00 P - LUNCH BREAK

12:30 P - SET UP FOR AFTERNOON EVENTS

1:00 P - BEGIN AFTER NOON EVENTS

4:00 P - END AFTER NOON EVENTS

- SET UP FOR FIRE BUILDING CONTEST

5:00 P - FIRE BUILDING CONTEST

- EVENING MEAL - COOKING CONTEST

9:00 P - CAMP FIRE

- STARS (VISIBILITY PERMITTING)

SUN - REGULAR SUNDAY ROUTINE INCLUDING CHURCH
SERVICE, BREAK CAMP AT 11:00 A.

SCOUT NAME _____

TITLE: ARRIVAL INSPECTION

ITEM	POINTS SCORE
1. WEARING UNIFORM SHIRT	5
a. COMMUNITY STRIP OR CHESTER CO.	2
b. TROOP NUMERALS	2
c. AMERICAN FLAG	2
d. BADGE OF RANK	2
2. WEARING UNIFORM TROUSERS/SHORTS	5
3. WEARING NECKERCHIEF	4
4. CARRYING BACK PACK, NOTHING IN HANDS	5
a. CLOTHES WATER PROOFED WITH BAG	2
b. SLEEPING BAG IN PLASTIC BAG	2
c. NO LOOSE ENDS HANGING	2
d. RAIN GEAR IS ACCESSABLE	3
5. WEARING HIKING BOOTS	5
a. WEARING 2 PAIRS OF SOCKS	3
6. CARRYING THE FOLLOWING EQUIPMENT	
a. POCKET KNIFE	3
b. SHIETH KNIFE	-5
c. MOISTURE PROTECTED MATCHES	3
d. 25¢ FOR LOCAL PHONE CALL	2
e. FIRST AID KIT	3
f. SCOUT REGISTRATION CARD	1
g. HAND BOOK	2
7. NEAT+CLEAN OVERALL SCORE 1 TO 5	

TOTAL POINTS 63

TOTAL
SCORE

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GENERAL RULES OF COMPETITION

1. ALL FIRES TO BE STARTED WITH MATCHES
USING WOOD ONLY FOR TINDER AND FUEL
2. POINTS MAY BE DEDUCTED FROM A SCOUTS
SCORE FOR ANY OCCURRENCE OF A VIOLATION
OF THE SCOUT LAW, MINUS 1 POINT PER OFFENSE
3. AXES MAY BE USED ONLY BY SCOUTS WHO
HAVE PASSED "KNIFE AND AXE"
4. CHEATING WILL RESULT IN DISQUALIFICATION
FROM THE ENTIRE WEEKEND
5. NO COACHING BY SCOUTS OR ADULTS.
COACHING WILL REQUIRE FORFEITURE
OF ALL POINTS FOR THAT EVENT

SCOUT NAME _____

TITLE: ARRIVAL INSPECTION

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a. COMMUNITY STRIP OR CHESTER CO.	2	
b. TROOP NUMERALS	2	
c. AMERICAN FLAG	2	
d. BADGE OF RANK	2	
2. WEARING UNIFORM TROUSERS/SHORTS	5	
3. WEARING NECKERCHIEF	4	
4. CARRYING BACK PACK, NOTHING IN HANDS	5	
a. CLOTHES WATER PROOFED WITH BAG	2	
b. SLEEPING BAG IN PLASTIC BAG	2	
c. NO LOOSE ENDS HANGING	2	
d. RAIN GEAR IS ACCESSABLE	3	
5. WEARING HIKING BOOTS	5	
a. WEARING 2 PAIRS OF SOCKS	3	
6. CARRYING THE FOLLOWING EQUIPMENT		
a. POCKET KNIFE	3	
b. SHIETH KNIFE	-5	
c. MOISTURE PROTECTED MATCHES	3	
d. 25¢ FOR LOCAL PHONE CALL	2	
e. FIRST AID KIT	3	
f. SCOUT REGISTRATION CARD	1	
g. HAND BOOK	2	
7. NEAT+CLEAN OVERALL	SCORE 1 TO 5	

TOTAL POINTS 63

TOTAL
SCORE

TITLE: COOKING

SET UP: SCOUTS ARE JUDGED ON THEIR COOKING ABILITY WHILE PREPARING A SELECTED MORNING AND EVENING MEAL

EXECUTION: JUDGING IS DONE AT THE COMPLETION OF MEAL PREPARATION PRIOR TO EATING, USING THE FOLLOWING GUIDANCE

1. THE SCOUT ANNOUNCES WHEN HE IS DONE HIS MEAL PREPARATION AND CONSIDERS HIMSELF READY TO BE JUDGED
2. CORRECT METHODS OF FOOD PREPARATION ARE CHECKED FIRST. THIS INCLUDES:
 - a. WATER BOILED IN PAPER CUP ONLY
 - b. NO COOK WARE USED EXCEPT FOIL PAN
 - c. FIRE PIT APPROPRIATELY SIZED
 - d. RESERVE SUPPLY OF WOOD
 - e. SMALL PLASTIC TARP OR PONCHO FOR FOOD PREP
3. NEATNESS IS JUDGED NEXT
 - a. CHECK AREA IN 5 FOOT RADIUS FROM FIRE FOR ANYTHING THAT DOESN'T BELONG THERE
 - b. NO NONBURNABLES IN FIRE eg FOIL
 - c. HANDS APPEAR "JUST WASHED"
 - d. FACE CLEAN, HAIR GROOMED

TITLE: COOKING

4. MEAL QUALITY

a. ALL MENU ITEMS ARE FINISHED

TOGETHER AND ARE WARM

b. FOOD HAS "GOOD" APPEARANCE

c. DRINK IS "STEAMING" HOT

d. ALL ITEMS ON POSTED MENU HAVE
BEEN PREPARED

e. FOOD THOROUGHLY BUT NOT OVERLY COOKED

5 CLEAN UP IS JUDGED AFTER THE SCOUT HAS
EATEN AND DECLARES HIMSELF READY
FOR INSPECTION. LOOK FOR:

a. THOROUGH GROUNDS CLEAN UP

b. FIRE WOOD NEATLY STACKED. READY FOR NEXT MEAL

c. FIRE BURNED TO ASHES; OUT, COLD, WET

d. NO UNBURNABLES IN FIRE PIT

e. FIRE BUCKET FULL, SUSPENDED ON CRANE

6 THE JUDGE, OBSERVING ANY OF THE FOLLOWING,
WILL DEDUCT 1 POINT PER OFFENSE

a. STEPPING ACROSS FIRE OR FOOD

b. USE OF PAPER TO START FIRE

c. HORSE PLAY

SCORING: 1 POINT FOR EACH FAVORABLE OBSERVATION.

TIME LIMIT: 1 HOUR

COOKING SCORE SHEET

SCOUT
NAMEITEM
JUDGED

PREP

MENU POSTED
PLASTIC TARP
FOIL PAN ONLY
FIRE WOOD
FIRE PIT

NEATNESS

AREA
FIRE
HANDS
GROOMING

QUALITY

ALL FOOD DONE/WARM
APPEARANCE
WATER BOILING IN CUP
NOT RAW / NOT BURNED

CLEAN UP

GROUNDS
FIRE WOOD
FIRE OUT
TRASH IN PIT
FIRE BUCKET

POINTS

DEDUCTED

STEPPING ACROSS
FIRE STARTER
HORSE PLAY

TITLE: DISTANCE MEASURING

SET UP:

1. ESTABLISH A 100 FOOT WELL MARKED STRAIGHT COURSE ON WHICH SCOUTS MAY "CALIBRATE" THEIR PACE BEFORE THE CONTEST
2. CHOOSE AND MARK WELL A START POINT FROM WHICH SCOUTS WILL PACE OFF THE CONTEST DISTANCE.
3. SELECT A LAND MARK TOWARDS WHICH SCOUTS WILL PACE OFF THE "DISTANCE"
4. DETERMINE AN APPROPRIATE CONTEST DISTANCE NOT LESS THAN 200 FEET. CHOOSE A DISTANCE NOT EXACTLY DIVISIBLE BY 5 TO ADD CHALLENGE

EXECUTION:

1. EACH SCOUTS PRESENTS HIMSELF TO THE JUDGE WITH A SMALL PIECE OF PAPER IN HAND, NAME WRITTEN ON PAPER AND A SMALL STICK TO "STICK" PAPER TO GROUND
2. THE SCOUT PACES THE DISTANCE FROM START POINT TOWARDS THE LAND MARK THEN "STICKS" HIS NAME TO THE GROUND WHEN FINISHED (NAME SIDE DOWN)
3. WHEN ALL SCOUTS HAVE FINISHED, THE JUDGE MEASURES THE DISTANCE WITH A TAPE

TITLE: DISTANCE MEASURING

SCORING: THE JUDGE MEASURES THE DISTANCE FROM THE MEASURED MARK TO THE INDIVIDUAL SCOUTS' STICKS RECORDING THE DISTANCE ON THE RESPECTIVE PAPER.

20 IS A PERFECT SCORE WITH 1 POINT BEING DEDUCTED FOR EACH FOOT OF DISTANCE FROM THE MEASURED MARK

TIME LIMIT: NONE

TITLE: COMPASS BEARINGS

SET UP: IDENTIFY 5 LANDMARKS FROM A GIVEN POINT. DETERMINE THE MAGNETIC BEARINGS FROM EACH LANDMARK.

EXECUTION:

1. EXPLAIN TO THE SCOUT THAT HE IS BEING ASKED FOR THE BEARING FROM A LANDMARK, NOT HEADING TO THE MARK
2. LOCATE THE SCOUT ON THE POINT WHERE "SET UP" BEARINGS WERE TAKEN
3. SCOUT TAKES THE BEARINGS RECORDING THEM ON PENCIL AND PAPER HE SHOULD PROVIDE (SOME LENIENCY CAN BE GIVEN ON THIS LATTER REQUIREMENT).
4. THE SCOUT PRESENTS HIS WRITTEN BEARINGS TO THE JUDGE WITH HIS NAME RECORDED ON THE SHEET

SCORING: ONE POINT IS DEDUCTED FOR EACH DEGREE OF ERROR FROM A POSSIBLE 5 POINTS (EXACT BEARING) FOR EACH LANDMARK. PERFECT SCORE = 25 POINTS

TIME LIMIT: NONE

TITLE: COMPASS COURSE

SET UP: PACE OFF A THREE LEGGED COMPASS COURSE (SEE FIGURE).

DO NOT MARK THE END OF THE COURSE. THIS WILL BE DONE AFTER THE COMPETITION USING ACCURATE METHODS. THE PACE OFF IS DONE TO ENSURE THAT THE COURSE FITS THE TERRAIN

EXECUTION:

1. EACH SCOUT PRESENTS HIMSELF TO THE JUDGE WITH A SMALL PIECE OF PAPER IN HAND, NAME WRITTEN ON PAPER AND A SMALL STICK TO "STICK" PAPER TO GROUND
2. THE JUDGE TELLS THE SCOUT THE HEADINGS AND DISTANCES WHICH THE SCOUT RECORDS ON HIS PAPER.
3. BEGINNING AT THE STARTING POINT ESTABLISHED IN THE SET UP, EACH SCOUT GOES THROUGH THE COURSE. WHEN FINISHED HE "STICKS" THE PAPER WITH HIS NAME TO THE GROUND.
4. WHEN ALL SCOUTS HAVE FINISHED, THE JUDGE ACCURATELY MEASURES THE COURSE TO ESTABLISH THE CORRECT END POINT

TITLE: COMPASS COURSE

SCORING: THE JUDGE MEASURES DISTANCE FROM THE MEASURED END POINT TO EACH SCOUTS END POINT RECORDING THE DISTANCE IN FEET ON THE SCOUTS PIECE OF PAPER. PERFECT SCORE IS 25. DEDUCT 1 POINT FOR EACH 2 FOOT OF DISTANCE ERROR.

TIME LIMIT: NONE

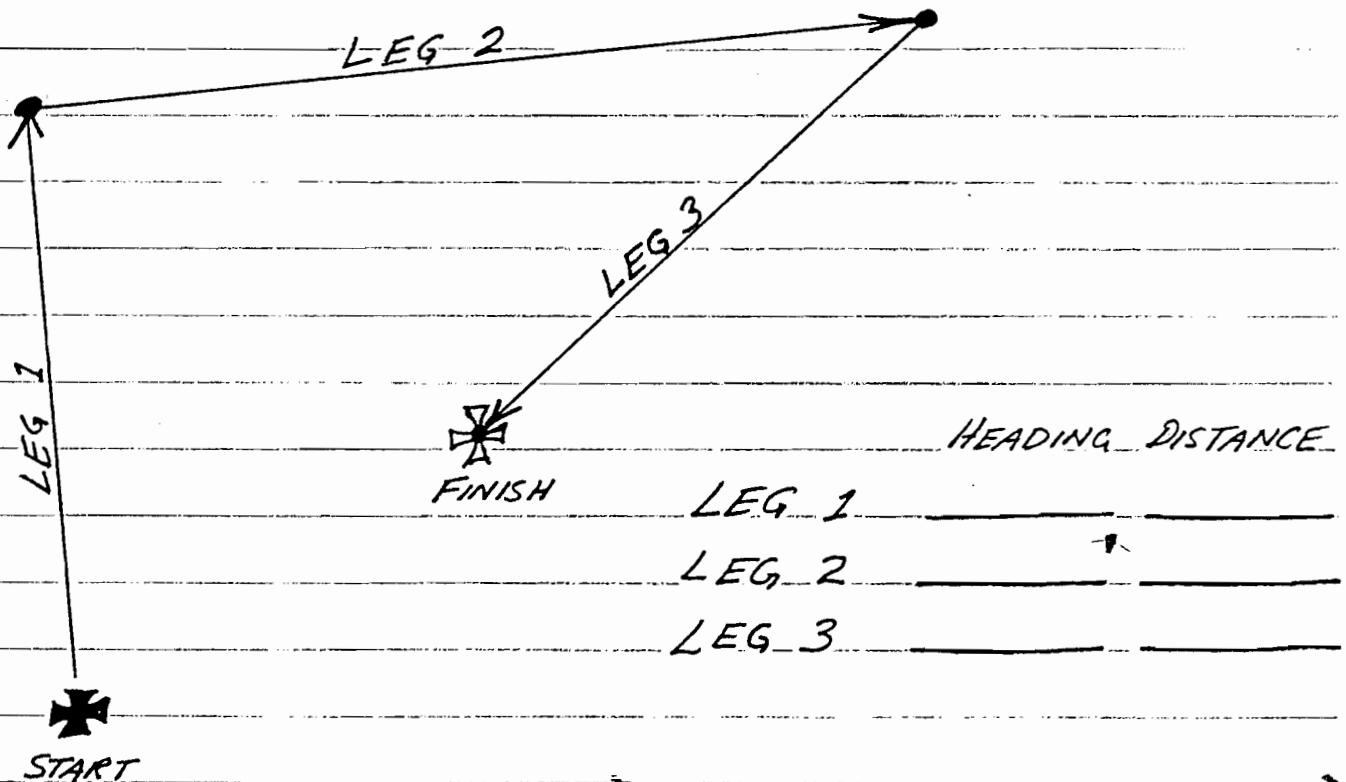


FIG 1

TITLE: NATURE SEARCH

SET UP: NONE

EXECUTION: EACH SCOUT IS INSTRUCTED TO RETRIEVE AND PRESENT TO THE JUDGE EVIDENCE OF PLANT LIFE WHICH HE CAN IDENTIFY. HE HAS 30 MINUTES TO COMPLETE THE SEARCH

SEE FIGURE 1 FOR DATA SHEET

SCORING: THE JUDGE LISTS EACH NEW ITEM BROUGHT IN AND CREDITS EACH SCOUT FOR A NEW ITEM OR OLD ITEM. 1 POINT IS GIVEN FOR EACH ITEM IDENTIFIED.

TIME LIMIT: 30 MIN

FIG. 1

NATURE SEARCH SCORE SHEET

SCOUT
NAMEITEM
COLLECTEDFINISH
TIME

TITLE: ROPE TOSS

SET UP: MARK AN APPROPRIATE START POINT.

DRIVE A STAKE INTO THE GROUND

ABOUT 30 FEET FROM START

POINT (A ROCK ^{MAY BE} PLACED IN LIEU OF
DRIVING A STAKE). OBTAIN 40 TO 50
FEET OF $\frac{1}{4}$ INCH LINE

EXECUTION:

1. EACH SCOUT GETS THREE TRIES
AT TOSSING THE ROPE PAST AND
AS CLOSE TO THE MARK AS POSSIBLE
2. THE JUDGE MEASURES THE DISTANCE
BETWEEN THE MARK THE CLOSEST
POINT ON THE ROPE IF THE END
OF THE ROPE LANDS BEYOND THE
MARK. THROWS SHORT OF THE MARK
DO NOT COUNT. ROUND OFF TO THE
CLOSEST FOOT

SCORING:

1. THE BEST OF THE THREE TRIES IS SCORED
2. SCORE IS 0 IF THE ROPE END IS SHORT THE MARK
3. SUBTRACT DISTANCE (FEET) FROM 10 FOR SCORE
4. ADD 5 POINT BONUS IF ROPE IS TOUCHING MARK.

TIME LIMIT: NONE

TITLE: KNOTS & WHIPPING

SET UP:

1. SET UP NEAR A SMALL DIAMETER TREE (6 TO 8 INCHES)
2. HAVE TWO LENGTHS OF LINE AVAILABLE EACH ABOUT 10 FT. LONG

EXECUTION: BOTH DEMONSTRATIONS ARE TIMED

1. THE SCOUT DEMONSTRATES 3 KNOTS AS FOLLOWS:

A. THE END OF ONE LINE IS SECURED TO THE TREE WITH A CLOVE HITCH.

B. AN END OF THE SECOND LINE IS SECURED AROUND THE SCOUTS WAISTE WITH A BOWLINE

C. THE TWO FREE ENDS ARE JOINED BY A SQUARE KNOT

D. THE SCOUT STEPS BACK AWAY FROM THE TREE REMOVING THE SLACK FROM THE LINE.

E. THE PROCESS IS TIMED FROM START TO FINISH

2. THE PROCESS IS THEN REPEATED USING:

A. TWO HALF HITCHES AROUND THE TREE

B. A TAUT LINE HITCH AROUND THE SCOUT

C. LINES JOINED BY A SHEET BEND

TITLE: KNOTS & WHIPPING

3. THE SCOUT WHIPS THE END
OF A ROPE. THE WHIPPING
IS JUDGED AS FOLLOWS:

- A. CORRECT PROCEDURE
- B. UNIFORMITY OF WRAPPINGS
- C. CORRECT LENGTH
- D. RESISTANCE TO REMOVAL

SCORING:

KNOTS

- 1. 5 POINTS FOR EACH CORRECT
KNOT (30 POINTS POSSIBLE)
- 2. 1 POINT FOR EACH SECOND UNDER
30 SECONDS FOR EACH DEMONSTRATION
WHIPPING

- 3. 2 POINTS PER FAVORABLE
OBSERVATION (8 POINTS POSSIBLE)

TIME LIMIT: 5 MINUTES FOR EACH OF THE 3
DEMONSTRATIONS

TITLE: LASHINGS

SET UP: TWO LASHING POLES WILL
BE USED TO DEMONSTRATE
EACH OF 3 LASHINGS

1. SQUARE
2. DIAGONAL
3. SHEAR

A 20 FOOT LENGTH OF LINE
WILL BE USED FOR THE
DEMONSTRATION

EXECUTION: EACH SCOUT DEMONSTRATES
THE THREE LASHINGS.

JUDGING IS BASED ON:

- APPEARANCE
- CORRECTNESS
- STRENGTH

SCORING: FOR EACH LASHING

GOOD - 5 POINTS	} EVALUATE FOR 3 QUALITIES MENTIONED ABOVE
FAIR - 3 POINTS	
POOR - 1 POINT	
NONE - 0 POINT	

TIME LIMIT: 5 MINUTES FOR EACH LASHING

TITLE: HOISTING A LOG

SET UP: SET UP THE LOG HOIST KIT AT A CONVENIENT TREE LIMB 8 TO 10 FEET HIGH IN ACCORDANCE WITH FIGURE 1. PLACE STAKE ABOUT 15 TO 20 FEET FROM LIMB (USE JUDGEMENT)

EXECUTION:

1. BEGIN WITH THE LINE OUTSTRETCHED STRAIGHT UNDER LIMB
2. AT THE COMMAND "GO" THE STOP WATCH IS STARTED AND THE SCOUT BEGINS BY FIRST COILING THE LINE.
3. THE LINE IS THROWN ACROSS THE LIMB. IF MISSED IT MAY BE RECOILED AND RETHROWN AS MANY TIMES AS NECESSARY TO ACHIEVE SUCCESS (WITH PENALTY THOUGH)
4. AFTER A SUCCESSFUL THROW, THE LOG END OF THE LINE IS MADE FAST TO THE LOG VIA A TIMBER HITCH.
5. THE SLACK IS REMOVED FROM THE LINE AT THE STAKE END WITHOUT LIFTING THE LOG. THE STAKE END IS THEN MADE FAST TO THE STAKE WITH A CLOVE HITCH.

TITLE: HOISTING A LOG

6. FINALLY, THE LOG IS LIFTED AT LEAST ABOUT 4 FEET OFF THE GROUND BY PULLING ON THE STAKE END OF THE LINE. THE SLACK GENERATED IN THIS MANEUVER IS ELLIMINATED VIA A SHEEP SHANK LEAVING THE LOG HANGING

7. THE WATCH IS STOPPED WHEN THE SHEEP SHANK IS COMPLETED

SCORING: SCORE IS THE SUM OF THE FOLLOWING:

1. 5 POINTS FOR EACH CORRECT KNOT (15 MAX)
2. 1 POINT FOR EVERY SECOND UNDER 60 (15 MAX)
3. SUBTRACT 2 POINTS FOR EACH THROW MISS

TIME LIMIT: NONE

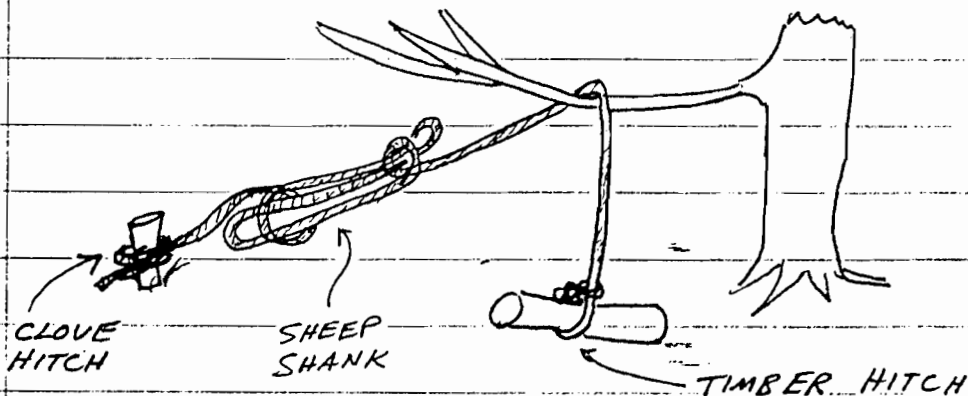


FIG 1

TITLE: TENT PEG

SET UP: NONE

EXECUTION: EACH SCOUT HAND CARVES,
USING A POCKET KNIFE ONLY,
A TENT PEG PER FIGURE 1.

JUDGING IS AS FOLLOWS

1. PEG IS STURDY ENOUGH TO RESIST BENDING AND BREAKING WITH FIRM PRESSURE
2. DIAMETER SMALL ENOUGH TO FIT THROUGH A TENT PEG LOOP
3. PEG IS 6 TO 10 INCHES LONG
4. LOWER END HAS A BLUNT POINT
5. UPPER END IS SLIGHTLY CROWNED
6. PEG IS STRAIGHT
7. FREE OF KNOTS, TWIGS, NOBS
8. NOTCH IS ABOUT 1 TO 2 INCHES FROM TOP
9. NOTCH PENETRATES $\frac{1}{4}$ TO $\frac{1}{3}$ OF PEG
10. NOTCH IS WELL FORMED PER FIG 1
11. TOP BEVELED SLIGHTLY DEEPER THAN NOTCH
12. QUALITY APPEARANCE

SCORING: 1 POINT PER FAVORABLE OBSERVATION

TIME LIMIT: COMPLETE BY EVENING MEAL SATURDAY

TITLE: FIRE STARTING

SET UP: THE FIRE STARTING CONTEST IS CONDUCTED PRIOR TO THE EVENING MEAL SATURDAY USING THE COOKING FIRE PITS. THIS ENABLES THE SCOUTS TO USE THE FIRE FOR COOKING THE EVENING MEAL

1. SET UP EACH FIRE PIT PER FIG 1
2. IN ORDER TO MINIMIZE THE EFFECT OF WIND, ORIENT ALL SET UPS IN THE SAME DIRECTION
3. SCOUTS MAY ONLY USE NATURAL WOOD PRODUCTS FOR ALL FIRE MATERIAL. THIS INCLUDES FUZZ STICKS BUT EXCLUDES GRASS, LEAVES, PAPER, PINE NEEDLES ETC. TINDER SHOULD INCLUDE VERY SMALL STICKS AND MAY BE SUPPLEMENTED BY BARK SHAVINGS
4. SCOUTS WILL BE JUDGED ON THEIR FIRE CONSTRUCTION AS FOLLOWS:
 - a. A TEEPEE COOK FIRE CONSTRUCTION IS REQUIRED

TITLE: FIRE STARTING

- b. CONSTRUCTION INCLUDES A GOOD LAY IN THE BOTTOM OF THE TEEPEE
- c. PROGRESSIVELY SIZED WOOD IS USED FROM SMALL INSIDE TO LARGE OUTSIDE
- d. WOOD PRODUCTS USED ARE ALL DRY
- e. NO ROTTEN OR PITHY MATERIAL IS USED
- f. THE CONSTRUCTION IS ENTIRELY BELOW THE LOWER STRING

EXECUTION:

1. SCOUTS ARE EACH ISSUED TWO MATCHES. ADDITIONAL MATCHES MAY BE REQUESTED AND ISSUED ONE AT A TIME ONLY AFTER FIRST TWO MATCHES ARE USED
2. THE FIRE CONSTRUCTIONS ARE JUDGED PRIOR TO STARTING THE FIRES.

TITLE: FIRE STARTING

3. AT THE COMMAND "GO"

THE STOP WATCH IS STARTED
AND THE SCOUTS MAY BEGIN
LIGHTING THEIR FIRES. AT
THIS POINT THE SCOUT MAY NOT
TOUCH HIS FIRE CONSTRUCTION.
HE MAY BLOW TO SPEED BURNING.

4. AS THE FIRES BEGIN TO BURN,
THE TIMER BEGINS TO ANNOUNCE
THE ELAPSED TIME IN SECONDS
STOPPING AT 60.

5. WHEN A SCOUT'S TOP STRING
BURNS THRU HE JUMPS UP TO
ATTENTION REMEMBERING HIS
TIME

6. THE JUDGES NOTE THE FIRST
FIVE FINISHERS IN ORDER
AND RECORD THEIR TIME IF
UNDER 60 SECONDS

SCORING:

1. 1 POINT PER FAVORABLE OBSERVATION
OF THE FIRE CONSTRUCTION
2. 1 POINT FOR EVERY SECOND UNDER 60
3. FIRST-10 PTS SECOND-8 PTS...ETC...FIFTH-2 PTS
4. MINING 2 POINTS EACH EACH MATCH USED EXCEPT FIRST

TITLE: FIRE STARTING

TIME LIMIT: NONE

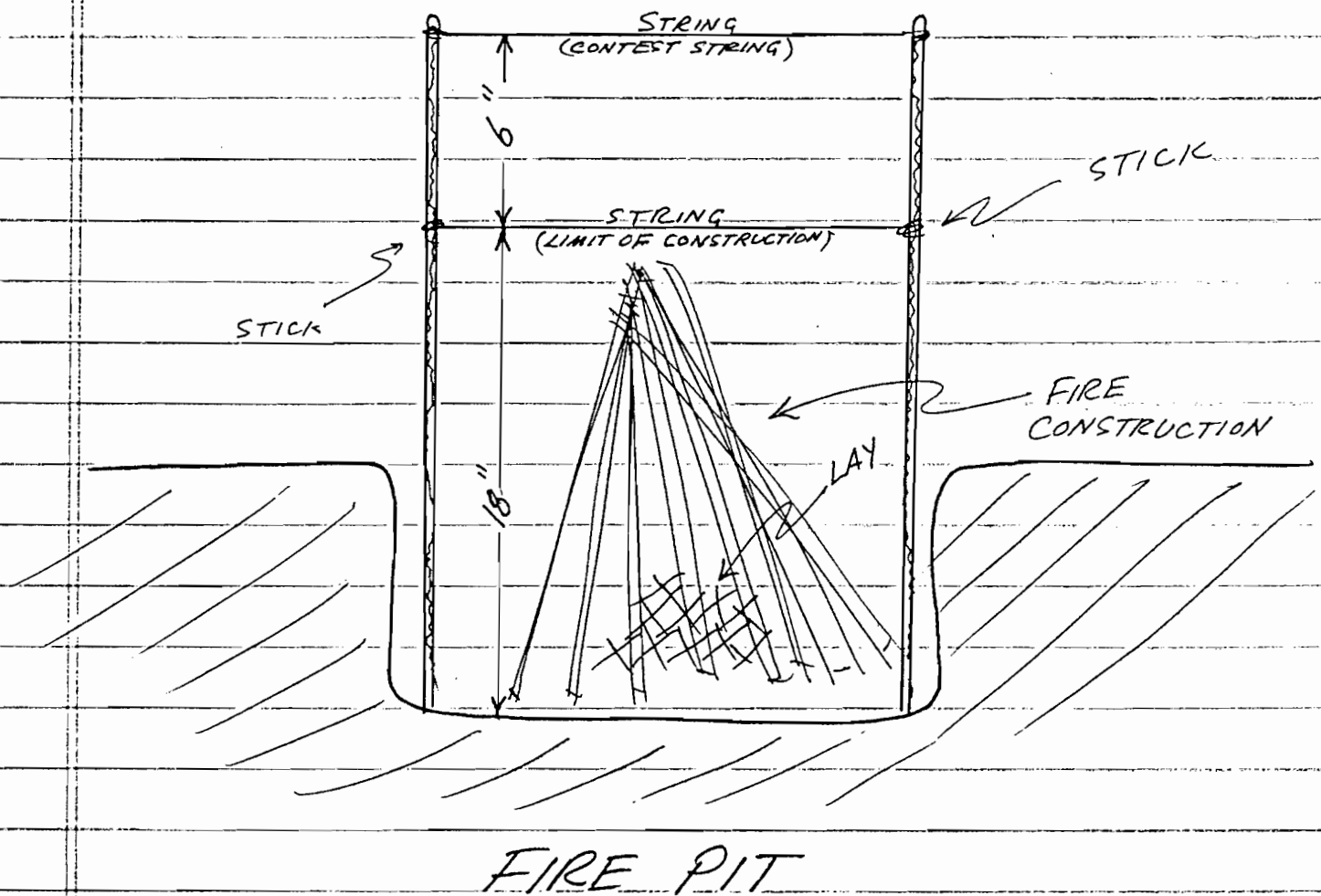


FIG 1

MAP READING

1. How many cemeteries within $1\frac{1}{2}$ miles of Coventryville?
2. Where does Rock Run Creek start and where does it go?
3. How far would a crow fly from Cedarville to Warwick Park?
4. How high would the crow have to fly to clear the ground?
5. How many schools are located on the map?
6. How many orchards are located on the map?
7. Assuming all creeks were large enough for a canoe: You decide to explore French Creek, the North and South branches, and where they ~~join~~ come closest together you will portage your canoe. How far will you have to carry it?
8. What township has two prominent trails marked?
9. How many railroads on map?
10. What rural area has the largest concentration of churches?

2 ~~30~~ Points for each question

Total Points _____

Patrol _____

Date _____

TITLE: CAMPSITE INSPECTION

SET UP: N/A

EXECUTION: EACH SCOUT WILL RECEIVE AN INSPECTION OF HIS HALF OF THE TENT IN WHICH HE SLEEPING AND THE GROUNDS ON HIS SIDE, BOTH FRONT AND BACK. THE INSPECTION WILL BE CONDUCTED LATE SATURDAY MORNING BEFORE LUNCH. ON A DRY DAY BEDDING WILL BE AIRING ON THE GRASS BEHIND THE TENT. DETAILS OF INSPECTION ARE AS FOLLOWS:

1. INSIDE TENT

- A. TENT FLOOR CLEAN AND DRY
- B. BEDDING REMOVED AND AIRING BEHIND TENT
- C. ALL EQUIPMENT PACKED OR NEATLY ORDERED IN TENT
- D. NO POINTED OR SHARP OBJECTS EXPOSED IN TENT
- E. DOOR PROPERLY SHUT OR STOWED

2. OUTSIDE TENT

- A. TENT PROPERLY ERECTED. ALL SURFACES AND ATTACHMENTS SUITABLY TAUGHT
- B. ALL TENT PEGS IN PLACE
- C. TENT SURFACES CLEAN AND

TITLE: CAMPSITE INSPECTION

3. GROUNDS

- A. NO TRASH AT ALL
- B. IF A CLOTHES LINE IS RIGGED,
CLOTHES ARE HUNG NEATLY
- C. GROUNDS FREE OF LARGE
WOOD CHIPS, BARK, STICKS
OR OTHER WOOD CHOPPING
DEBRIS
- D. BEDDING NEATLY SPREAD,
INSIDE SURFACES FACING UP

TRIPOD WASHSTAND

- A. PROPERLY SIZED AND UNIFORM POLES
- B. PROPER TRIPOD LASHING
- C. NO LOOSE ENDS HANGING
- D. WATER CONTAINER PER DRAWING
- E. SOAP CONVENIENT TO WATER
- F. CLOTH OR PAPER TOWELS PRESENT
- G. WATER CONTAINER AT LEAST
HALF FULL

5. FIRE BUCKET CRANE

- A. PROPERLY DIMENSIONED
- B. SQUARE LASHING CORRECT
- C. BOTH DIAGONAL LASHINGS CORRECT
- D. NO LOOSE ENDS
- E. CRANE FIRMLY IMPLANTED
- F. ALL 3 STICKS ARE SOUND

TITLE: CAMPSITE INSPECTION

6. FIRE BUCKET

- A. PROPERLY SIZED CAN
- B. METAL WIRE HANDLE
- C. HUNG FROM CRANE NOT TOUCHING GROUND
- D. BUCKET PAINTED RED
- E. BUCKET FULL OF WATER
- F. BUCKET NOT LEAKING
- G. WATER FREE OF TRASH AND DEBRIS

SCORING: 1 POINT AWARDED FOR EACH FAVORABLE OBSERVATION.

CLOTHES LINE DEFAULTS TO 1 POINT

TIME LIMIT: N/A

COMPETITION EQUIPMENT (TROOP)

100 FOOT TAPE

TROOP COMPASSES

LOG HOIST KIT

ROPE BOX

STOP WATCH

MANILLA TAGS

TWINE BALL

CLIP BOARDS

CALCULATOR

POLARIS

WALNUT LASHING LOGS

WHIPPING STRING

Suggested Menues

Note: Perishables such as meat should be frozen and thawed out prior to using.

WRAP IN FOIL THEN IN NEWSPAPER - TAPE - IDENTIFY WITH YOUR NAME

Breakfast - (You will need enough for two meals for pre-camporee; one for Firestone)

- 2 Eggs
- 3 or 4 Slices of bacon, pcs. of sausage, or adequate ham
(Grease will be used to cook eggs) - *(COOKING OIL IN SMALL PLASTIC BOTTLE)*
(Or you can hard boil eggs in paper cup)
- 1 or 2 Slices bread for toast
- 1 or 2 Packs of jelly for toast
- 1 Serving of hot chocolate (water mix type) in plastic

Note: I suggest that you bring one (1) wire clothes hanger on which you can fashion a pan with alum. foil and/or to use for toasting bread.

I SUGGEST THAT YOU DUPLICATE BREAKFAST FOR SATURDAY & SUNDAY FOR PRACTICE

Lunch & Supper - (You can either duplicate one of the following meals or try both.
Remember these are only suggestions.

Menu #1 - *Hamburg On Stick ALA BACON*

- 1/3 Lb Hamburg - *3 To 4 Slices Bacon*
- 1 Hoagie Roll
- 1 Small (thin) potatoe (so it will cook quicker)
or
- 1 Small onion which can be mixed with hamburger, tied on outside or on a stick (There is nothing that says you have to eat it)
- 1 Serving of a cold drink (powdered ice tea, bug juice, etc0 in plastic bag
- 1 Cup Bisquick Mix (should be enough for both lunch & supper)
- 1 Pack of jelly for biscuit on stick
- 1 Pc. Fruit - your choice

Note: You may want to bring chicken breast, legs, etc. However, you must have a cooked vegetable to go with the meal.

Menu #2

Kabob On stick

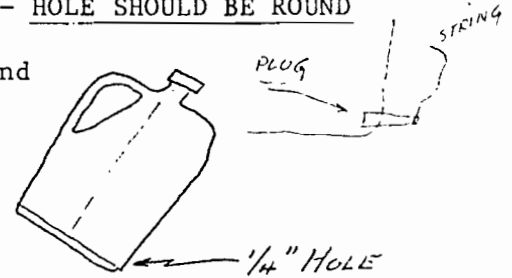
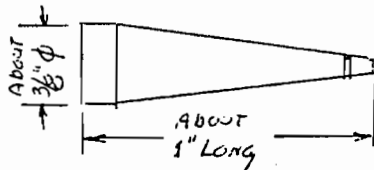
- 1/4# Beef cubes approx 1" Square
- 1 Small onion
- Some Pre-cooked potatoes in can
- Or Pepper, tomatoe, etc.
- 1 Serving of a cold drink (powdered ice tea, bug juice, etc.) in plastic bag
- Bisquick (see above)
- 1 Pack of jelly for biscuit on stick
- 1 Pc Fruit - your choice

PLASTIC WATER JUG WATER SUPPLY - FOR COOKING & WASHING

MATERIALS - 1 Gal. Plastic Milk Jug - Washed Out/Soap & Water
36" Strong String - Kite, Butcher's, etc.
1 Small Cake Soap
1 Piece Round Wood - 3/8" Dia. - About 1" long.

METHOD - 1. Make hole in lower end, near bottom, opposite handle 1/4" dia.
a. Hole can be drilled or melted by using hot wire or hot metal rod - BE CAREFUL NOT TO SPLIT EDGE - HOLE SHOULD BE ROUND

2. Make tapered plug, Diameter of large end Must be larger than hole in jug.



Plug Must Seal Hole Before Reaching Large Diameter

3. Tie end of 18" long "kite string" to plug in groove
4. Drop free end of string through top of jug & "fish" out through 1/4" hole at bottom of jug.
5. Pull through - Tapered plug should stick through (but not all the way)
6. Tie "Free End" to handle
7. Fill jug with water

To Use: Push plug easily into jug until water flows - Plug will try to seal hole but cannot as long as you keep pushing it in.

When you are finished, pull string firmly until water flow stops.

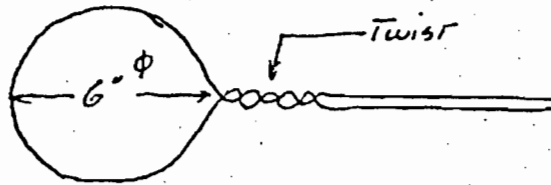
8. Attach small cake of soap to handle by:
 - a. Boring a small hole in soap; tying string through hole.
 - b. Free end should be tied to handle.

FOR TRANSPORTING, WRAP SOAP WITH DOUBLE LAYER OF FOIL

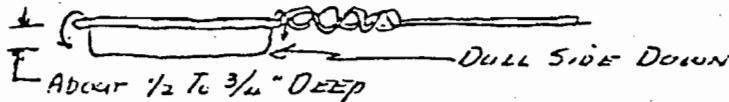
ALUMINUM/COAT HANGER FRYING PAN

MATERIALS - 1 Heavy Wire Coat Hanger
Layers Heavy Duty Foil

METHOD - Bend Wire To Provide 6" (Min.) Diameter Circle
Ends Of Wire To Be Used As Handle



Wrap Heavy Duty Foil Around 6" Circle - Shiny Side Up



Sometimes 2 Layers Are Used - Make Sure You Have Foil For Replacement

USE - Fry bacon, ham, spam, sausage, etc. in pan: When done, being careful Remove foil (with meat in it) from wire - Wrap & place near fire to keep warm.

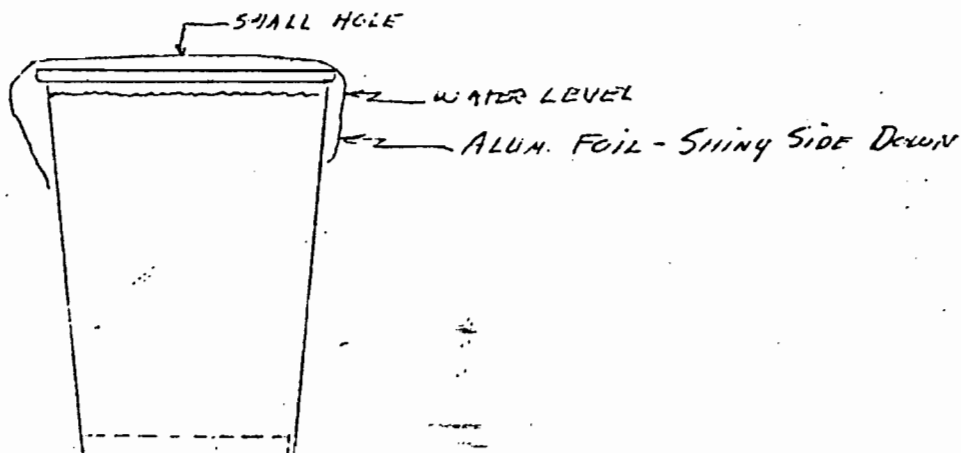
Wrap new piece of foil around 6" circle - Use small amount of cooking oil, cook eggs. *As oil becomes more fluid, swirl, to have oil cover all inside surfaces. Cook over coals - low heat OR eggs will burn*

WAXED PAPER CUPS - 8 to 10 OZ.

WHEN FILLED WITH WATER - THEY WILL NOT BURN

For Making Hot Chocolate Or Hot Cereal

1. Fill cup to 1/4" from top, cover with small piece aluminum foil Sit near heat - NOT IN FIRE
2. Punch small hole in aluminum top before putting next to fire.
3. Check, when hot, move away from fire until needed.
4. Mix chocolate or cereal into water



LASHING POLES -

Two pieces of camp equipment will have to be made:

1 - A hanger for the #10 can (fire bucket) requiring:

- 1 pole 36" long, pointed and about 1" thick
- 1 pole 18" long, about 1" thick
- 1 pole 24" long, about 1" thick

1 - Tripod for hanging water jug, or supporting back pack to be placed outside of tent and covered with poncho.

3 poles about 5 feet long

(You are responsible for:

1 #10 can or 3 Lb. empty coffee can with wire handle

1 Bent coat hanger for fry pan with six (6) layers of aluminum - *SEE 1*
1 COAT HANGER FOR TOAST - OR A STICK

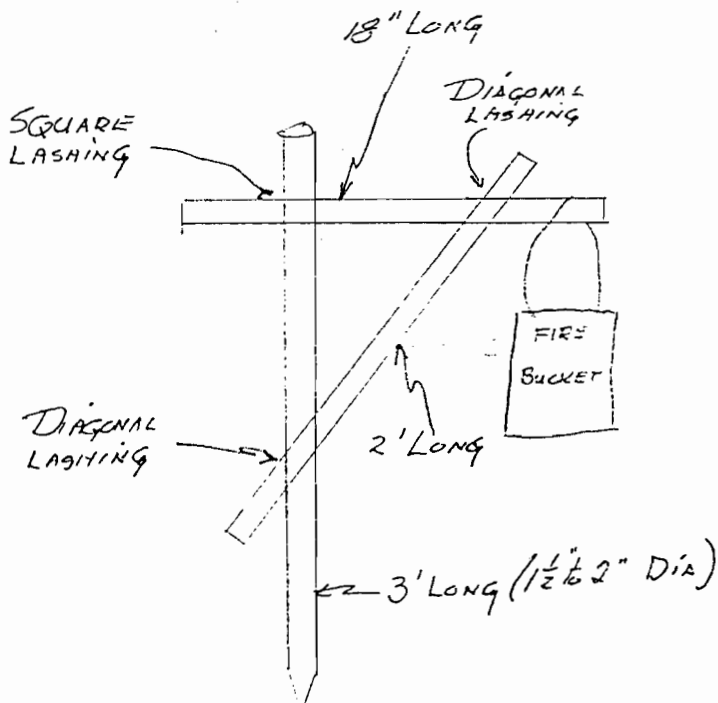
1 Gal. plastic jug - made as per sketch

Partial roll of toilet paper

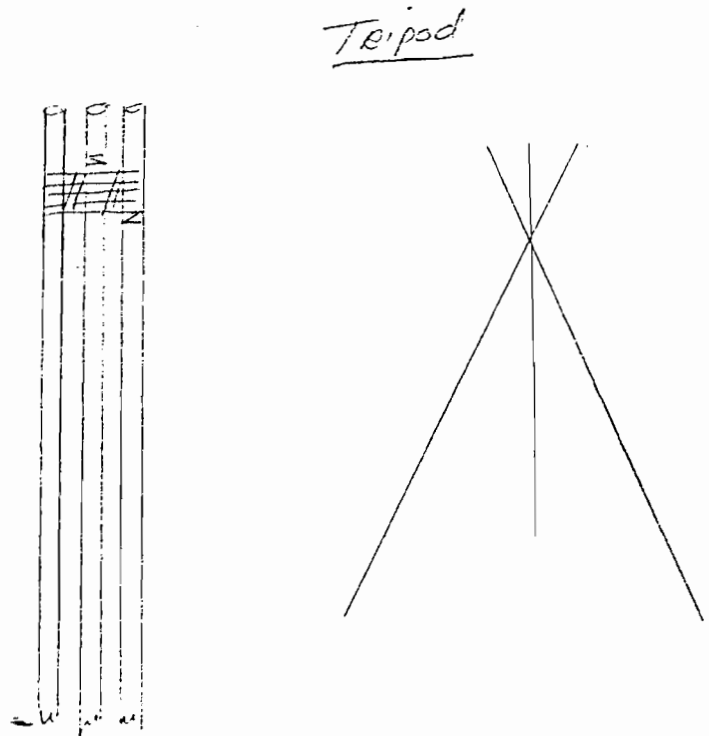
12 sheets (minimum) of paper towels (3 per meal)

1 Pan from cook kit (or metal pie pan) wrapped with 8 individual layers of aluminum foil

1 Piece of plastic - 4 feet x 4 feet - to lay on ground when cooking and to cover wood or charcoal.....



FIRE BUCKET HANGER



3 - 4 FEET LONG
1 1/2" DIA