

County Patrol Challenge Camp

Your County Patrol Challenge Camp should be:

- **Challenging,**
- **Enjoyable,**
- **Inclusive,** and
- **Focused on supporting Patrols.**

This is a general guide for County Teams - Scout Youth Forums and Programme Scouters - to organising a county patrol camp event that could act as a qualifier for the Phoenix Challenge. It includes:

- Suggested Schedules
- Sample Programme Bases
- Social Activities
- Campcraft Guidelines
- Cooking and Eating Guidelines
- Patrol Logbook guide

A Guiding Resource

This resource is intended to provide County Programme Teams with a general guide to running a County Patrol event that could function as a qualifier for the Phoenix Challenge. The focus of the event should be on facilitating patrol-focused activities that challenge young people to develop their skills to work well independently and inter-dependently, while also practicing their scouting skills. While these camps can act as part of the qualification process for the Phoenix Challenge, the main aim of the camp should be to support the development of troops and patrols in the county. These guidelines should be used and adapted with this in mind. Also, please note that the Phoenix Challenge qualification criteria are outlined in the information packs issued by the Scout Team.

Event Format and Structure

The camp should challenge patrols on a range of scouting skills and abilities. Consistent with the emphasis placed on The Patrol as the fundamental grouping in the Scout Programme, the event should operate as an individual and independent patrol camp consisting of 6-8 members. Where circumstances allow, the event should aim to facilitate as many patrols per Scout Group as possible.

The event should be at least two nights of standing or lightweight camping. An event timetable should be made available to all patrols prior to arrival and should allow sufficient time for site set-up, programme bases and patrol challenges, cooking and eating, and most importantly, free time for the scouts to socialise and relax. Included below is a sample timetable that could be used on both a standing camp and a lightweight 'expedition-style' event.

Theme

A theme can be a great way to tie the camp together and give it a clear focus. This theme can be used to enhance the programme. It can also relate to the main activities on the event.

Organisation

The camp should be planned, organised, and reviewed by both the Scouters and Scouts of the County, the County Team. While it is an event that is intended to be run for Scouts and Patrols, it should also be run with them. The County Youth Forum should have a clear role in deciding the overall format and content of the camp.

Standing Camp

A standing camp focuses more on a patrol camp setting where the scouts build a function site and use that as their base for the weekend.

Friday	
18:00	Patrol Check-In
18:30 - 21:30	Site Build
21:30 - 22:00	Opening Ceremony
22:00 - 23:00	Chill-Out Time, Supper & Lights Out
Saturday	
07:30 - 08:30	Rise, Wash, Breakfast
08:30 - 12:00	Resume Site Build
12:00 - 13:00	Lunch
13:00 - 17:30	Programme Bases
17:30 - 20:00	Dinner
19:30	Patrol Leaders' Meeting
20:00 - 21:00	Chill-Out Time
21:00 - 22:30	Campfire
22:30 - 23:00	Supper & Lights Out
Sunday	
07:30 - 08:30	Rise, Wash, Breakfast
08:30	Patrol Leaders' Meeting
09:00 - 11:00	Programme Bases
11:00 - 14:00	Break Camp and Lunch
14:00 - 14:30	Closing Ceremonies



Expedition Style Camp

An expedition camp challenges the Patrols in different ways as they have to adapt to a programme on the move. It also allows for scouts to develop their campcraft, cooking, and team work skills in very different ways to a standing camp.

Friday	
18:00	Patrol Check-In
18:30 - 21:30	Hike to Base Camp, Tent Set-Up
21:30 - 22:00	Opening Ceremony
22:00 - 23:00	Chill-Out Time, Supper & Lights Out
Saturday	
07:30 - 09:00	Rise, Wash, Breakfast, Pack-Up Tents
09:00 - 12:30	Hiking with various Programme Bases and Checkpoints
12:30 - 13:30	Lunch
13:00 - 17:30	Resume Expedition
17:30 - 20:00	Arrive at High Camp, Tent Set-Up, Dinner
19:30	Patrol Leaders Meeting
20:00 - 21:00	Chill-Out Time
21:00 - 22:30	Campfire
22:30 - 23:00	Supper & Lights Out
Sunday	
07:30 - 08:30	Rise, Wash, Breakfast
08:30	Patrol Leaders Meeting
09:00 - 11:00	Programme Bases
11:00 - 14:00	Pack-Up Tents, Hike to Pick-Up Location
14:00 - 14:30	Closing Ceremonies



Programme Bases

These should be both challenging and fun while testing the Patrol in the following areas:

- Teamwork and Leadership
- Knowledge of the Content of the Scouting Trail
- Understanding of Adventure Skills
- Time Management and Problem Solving
- Practice of the 'Plan-Do-Review' approach of Scouting

A good base is fun, requires full-patrol participation and is appropriately challenging but **achievable** for the patrols. Afterwards, the base leader should run a quick review on the base and how the patrol got on.

The Programme Bases should be designed to support programme and skill development in your county. The County Youth Forum, supported by Scouters, should decide on the programme priorities for that scouting year, and then the programme for this camp and other events should work towards that.

The bases should not be like a formal exam, where it is a surprise what is coming up. Scouts and Patrols should know what bases are involved and how they can develop their skills to participate on equal terms. This can generally be done in two ways:

1. Training and Practicing: All patrols learn about the skills in a practical way, perhaps with the aim of helping them advance in their Adventure Skills. This gives Scouts an opportunity that may not be available to them in their Troops. Later, bases are run on these skills and patrols are marked on how they apply them and work as a team.
2. Prepare and Improvise: All troops are informed in advance of what skills will be involved in each base, for example a design to a pioneering project or a list of emergency situations. Troops can work on developing these skills, and the county can offer support and assistance. Then, the bases are run on these skills, but maybe with a twist so patrols have to adapt. For example, the pioneering project could be run in the dark or be on a different scale, or the emergencies base happens on an off-site location or one of the patrol is one of the 'casualties'.

There are resources available to draw material from in designing and planning the bases; The Scouting Trail, the Adventure Skills book, and the Scout Team Resources (available from scoutteam.org). Three sample bases are mentioned below.

Sample Base 1 - Water Orienteering

This base combines navigational and paddling skills and presents the Patrol with a intellectually and physically challenging task to complete.

Objective:

The Patrol must complete the canoe orienteering course using a map and compass to navigate in the shortest possible time. They will collect an object at each checkpoint which they will need to light a small fire back on shore to toast a marshmallow. The first patrol to successfully toast their marshmallow 'wins'!

Equipment Required:

Canadian Canoes

Helmets

Orienteering 'flags' (drybags)

Steel

Tinder

Maps

PFDs

Paddles

Flint

Cotton wool

Marshmallows

Compasses



Do:

Set up the dry bags on the water. One dry bag should contain the cotton wool, one the flint, one the steel and one the marshmallows (enough for all patrols). The locations of the dry bags should be clearly indicated on the maps. Each patrol should be provided with a canoe, paddles, helmets, pfd's and a map. They should then be instructed collect ONE item from each of the dry bags and return to shore to toast the marshmallow.

Marking and Review:

While completion of this task should be quite achievable for the Patrol, the marking scheme should reward good planning, teamwork, speed, accuracy in navigation and good demonstration of fire lighting skills.



Base 1		
	Patrol 1	Patrol 2
Patrol Leadership		
Did the Patrol Leader brief the Patrol?	10	
Did the Patrol Leader plan the base with the patrol?	10	
Did the PL listen to the patrol?	10	
Did the PL distribute tasks among the patrol?	10	
Did the PL manage the progress?	10	
Participation		
Did all members of the patrol participate (8x1)?	8	
Did the PL encourage full participation?	2	
Teamwork		
Did the patrol communicate with each other?	10	
Did the patrol help each other, where necessary?	10	
Did the patrol have a positive approach throughout the base?	10	
How well did the patrol follow the instruction of the PL?	10	
Did the patrol act safely throughout the task?	10	
Task Completion		
Did the patrol demonstrate an understanding of the skills required?	10	
Did the patrol manage and utilize their time in an efficient manner?	10	
Did the patrol complete element A?	10	
Did the patrol complete element B?	10	
Did the patrol complete element C?	10	
Task Evaluation		
Did the patrol evaluate the task constructively?	10	
Total		

Sample Base 2 - River Crossings

Crossing a river safely requires caution and knowledge of some simple techniques. In this base, the Patrol will be required to demonstrate methods of crossing a river A. on a hike and B. on a camp where some quick pioneering is possible.

Objective:

The Patrol must demonstrate different techniques used to safely cross a river.

Equipment Required:

Pioneering Poles

Sisal

Scout Staves

Blue Rope

Do:

Instruct each patrol to demonstrate the following using the equipment provided.

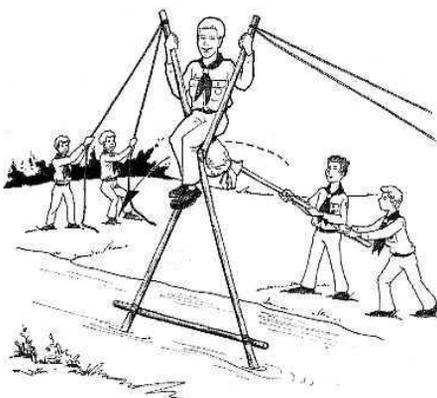
A. How to estimate the width and speed of the river.

B. How to safely walk across a river alone and in a group.

C. How to safely cross a river using a pioneering gadget (no member of the patrol should get wet or have to stand in the river).

Marking and Review:

This should focus on how the patrol approached the problem. The technical part of crossing the river is only a minor part, how did they work together? Also, how conscious of safety and Leave No Trace were the patrol?



Sample Base 3 – Air Rescue

This base focuses on the Emergencies and Air Activities Adventure Skill. Each patrol will have to treat a casualty, call for help on a radio, build a signal balloon, and make a model aircraft.

Objective:

The Patrol must demonstrate their knowledge in Air Activities.

Equipment Required:

Survival Bag	First Aid Kit
Model Airplane Kits	Walkie-Talkie
Light Plastic Bag	Birthday Candles
Tinfoil	Straws
Sticky Tape	Sisal

Do:

Present the patrol with an emergency scenario they have to respond to in a limited time period. They must:

- A. Treat a casualty who has had an accident and needs medical attention urgently.
- B. Use a walkie-talkie to call for help, and demonstrate knowledge of the phonetic alphabet (ensure these cannot be mistaken for genuine calls for assistance)
- C. Build a small hot air balloon to signal the rescue helicopter (Use Light plastic bag, candles, tinfoil, straws, sticky tape, and sisal.
- D. Make a model airplane and be able to identify all its features.

Marking and Review:

Focus on how the patrol approaches the problem, how do they divide and share the tasks. Also, how does the PL coordinate everyone? This challenges their Emergency and Air Activities Skills, but also their ability to manage time and handle several tasks at once.

Additional/Evening Programme

Of course, more important than marks and campcraft is that the scouts have fun and get to socialise with other patrols. While evening programme can be as simple as ‘chill-out time’, running campfires and relaxed, informal patrol games can help the patrols to unwind, make new friends and put the competitive element of the event aside for a while. Here are some activities you could run:

Giant Board Games

Set up some giant versions of board games, such as Snakes & Ladders or Connect 4. These can be drawn on sheets or made out on panels of wood if you have the expertise.

Scout Café

Perhaps some Venture or Rover Scouts could set up a café space where scouts can hangout together during chill time?

Speed Scouting

Time to get to know scouts from other troops! This ice-breaker type activity gets all the scouts to interact and to know each other. You must ask a different scout, from another troop, to answer each question; that scout must sign the corresponding space on the their card.

Your Name:		Your Troop:	
A scouting memory		Can tie a friendship knot	
Favourite tent? Why?		Drinks coffee	
Cycles or walks to school		Funniest scout story?	
Favourite knot/lashing?		Someone with a different Star Sign	
Has a CD Player		Some who has a pet	
I am the Patrol Quartermaster		Has been to Kandersteg	
Doing their Chief Scout Award		The Patrol APL	

Campcraft

General Campcraft & Mountaincraft Guidelines

Camping in a Scout context can take a number of forms, but generally two distinct types of camping are undertaken:

- Lightweight Camping
- Standing Camping

Lightweight Camping

This generally involves short term camping, or camping 'on the move'. It uses lightweight equipment, as more often than not the scouts will be carrying all of their equipment, including tentage and cooking gear. Many activities in Scouting make use of lightweight camping, including MPCs/Sionnachs, survival challenges, or indeed any activity that requires a 1 or 2 night stay.

Standing Camping

This generally involves longer term camping, where the camper will be based in the one campsite for a period of days or even weeks. Because a longer term stay is being made, the effort required to provide more comfortable living conditions is justified. More equipment is used and more time can be spent constructing a campsite. Annual Camp is often the main occasion that a standing camp set-up is used, but it can also be used on weekend camps like the Phoenix Challenge.

Both types of camping call for the development of various skills. Between them they provide many programme opportunities. Campcraft applies to both in different ways. When developing a framework for the campcraft part of your Patrol Camp, you should consider the following:

- Erection and maintenance of relevant tentage
- Construction and maintenance of campsite gadgets (Standing Camp only)
- Food storage and hygiene
- Cooking
- General campsite safety and hygiene

Campsite Gadgets

The question needs to be asked, why construct gadgets from spars and rope in the first place? Indeed, it may be asked, why do we simply not use fold out camp tables and benches, etc, when on standing camps? Before going on to look at the various approaches to constructing campsite gadgets, it is important to know why we should bother to construct them in the first place.

- The patrol is required to work together as a team to construct the site.
- The site requires maintenance by the patrol, which in turn demands organisation on behalf of the patrol.
- There is a major sense of achievement to be gained by the patrol being able to say 'we made that'.
- It is a very different sort of camping to that undertaken by families or other youth groups, and is identifiable as 'scout camping'.
- Campcraft is the only scout skill unique to scouting.

Approaches to Constructing Campsite Gadgets

There are two basic approaches that can be taken when constructing gadgets for camp or any other activity.

1. Pre-prepared: In this approach, wood and spars are collected well before the activity, and are cut into various lengths. Patrols design gadgets for the various parts of the campsite and practice the construction of these. The spars can then be stored in bundles ready for use when next required.
2. On-the-spot: With this approach wood and spars are gathered at the site of where it will be used and patrols construct gadgets with the available resources. Gadget designs used by patrols may be based on gadgets built previously, but will often vary due to the differing amounts of timber that may be available from site to site.

There is much to be said for the ingenuity required in constructing campsites with whatever wood is available at any given site. However, wood is rarely available in great quantities at any recognised campsites, and even if the campsite happens to be near to a forest, cutting of fresh timber for every camp cannot be regarded as being very environmentally sustainable.

There are a number of advantages to a troop adopting the pre-prepared approach.

- Basic principles in gadget construction can be taught to patrols before the camp.
- Patrols can design their own gadgets in advance of the camp, giving them the chance to 'play around' with different ideas.
- Quantities of timber are guaranteed, which means that the basic gadgets required for a comfortable camp can be constructed.
- Safe and structural sound gadgets can be built as the quality of timber is assured.
- Additional responsibility is put on the patrols to ensure that their timber is prepared and ready for the activity.

Of course a major disadvantage to the pre-prepared approach is that all this timber has to be 'lugged' with the troop to the activity. The availability of suitable transport may in turn limit the amount of timber that can be brought on any one trip. Likewise the timber needs a place to be stored when not in use, and this may be a concern for troops who do not own their own property.

There is also a danger that 'set' gadgets will be used by all the patrols within a troop. While over a number of years, favourite designs may, and probably will, develop within a troop, patrols should be encouraged at all times to experiment and come up with new designs for campsite gadgets

The Phoenix Challenge has a number of functions within the Scout programme. Many of the challenges on the activity will test a patrol's ability to adapt to different situations and to solve problems. However, this is not the primary aim of the Campcraft section of the event.

Just as the MPC/Sionnach programmes promote lightweight camping standards, one of the chief roles of the Campcraft section of the Phoenix is to promote the use of Campcraft skills and to set basic standards for their use. It is hoped that by promoting Campcraft skills in this way that troops will in turn incorporate a high standard of these skills into their standing camps and in patrol activities throughout the year.

While it is true to say that there is no one 'right' way of doing Campcraft, there are a number of basic principles and rules to be observed when constructing a campsite, from the pitching of a tent, to the storage of food, to the construction of a gadget. These principles form the basis for the Campcraft guidelines issued for the competition.

When it comes to designing gadgets, the guidelines should be kept in mind at all times. They ensure that a gadget is going to be safe and will function as required. In this way, basic standards of Campcraft are maintained, while individual patrols are still free to produce their own designs.

Beyond the promotion of Campcraft skills, the Campcraft section of a County Patrol Camp will also test a patrol in a number of ways.

- **Leadership and teamwork.** The building and maintaining of the campsite will require the PL to be in charge and for the patrol to work together over the four days.
- **Organisation.** The patrols ability to have an organised approach to a task is tested to the full, as will be their time management skills while constructing the campsite.
- **Delegation.** There will be much work required to maintain a campsite over the duration of the event, and the patrols ability to divide up and carry out these various tasks will be tested.
- **Safety & Hygiene.** A patrols ability to maintain a safe and hygienic campsite over the four days is well and truly tested.

Campcraft Guidelines

These guidelines illustrate the widely accepted campcraft requirements for a patrol participating in a County Challenge Competition.

Site Size: **144m² - 169m²**. Sites should be marked out in advance, and patrols should not alter their allocated site. .

- No pre-fabricated gadgets are allowed. This refers specifically to the tying of lashings (typically tri-pod / figure of eight / sheer lashings) in advance of the competition. Any such lashings found on check-in will be dismantled. This does **not** refer to table-tops, fire trays, patrol boxes, etc.
- Tents may be of any type. However an Icelandic-style Ridge tent is recommended.
- A clearly defined fire point should be present on all sites. The Location of the fire point is important; it should be relatively central but not impeding general access to the site or any other gadget.

Campcraft Assessment Guidelines

The following should be assessed over the course of the County Patrol Camp.

(A) **The Site.** This will include assessment of the following:

Sleeping Tent(s)

Store Tent

Dining Shelter

Campsite Gadgets, can include:

Table & Seating

Alter Fire

Food Preparation Area

Waste Disposal

Dresser

Washing Area

Wood Pile & Chopping Area

Gate Way

Store Tent

Fire Point

Boundaries

First Aid Kit

Layout and use of space

Note: It is of primary importance that all patrols build a site that is safe for their use over the duration of the event. With this in mind patrols should only construct **safe** gadgets that they can competently build. I.e. bringing a fold out table and chairs is better than a poorly constructed table & seat.

(B) **Safety.** Site safety is of paramount importance. The correct storage of all equipment, but especially axes, saws and gas appliances, should be assessed.

(C) **Functionality.** Gadgets should be function, they should have a simple purpose and should achieve this. Also, in advance the County should agree on the list of gadgets, or better still as list of functions, which the campsite should achieve. This allows for variety and innovation in campsite design.

(D) **Hygiene & Cleanliness.** Along with site safety, hygiene & cleanliness are probably the most important aspects of campcraft. As with safety, these should be assessed on all visits by the campcraft inspection teams. Food should be stored correctly at all times. This especially refers to perishable foods. Cooking and eating utensils, as well as all work surfaces and cookers, should be properly cleaned after each use.

(E) **Availability of Water & Fire Wood.** There should be an ample supply of both on a patrol's site at all times.

Guidelines for Tentage (Sleeping/Store) (Standing & Expedition Camp)

- Tent poles should be straight and in line with the type of tent being used.
- Pegs for the guylines should be at the correct angle of 45°
- Walls should be taut to prevent water getting in but not so taut that they will rip if it rains. It should not be necessary to loosen/slack these at night.
- Doors should close correctly with no stretching or gaps between the two sides of the doors.
- Guylines should be used correctly in accordance with the type of tent being used.
- Everything should be neat and tidy with sleeping bags rolled up and everything packed into rucksacks.
- Where dome/lightweight tents are used; the inner tent does not need to be removed during the day. The inside of the tent should be clean and tidy. Where there is a ground sheet in the porch this should be rolled back if possible to allow the ground to breathe.
- Where canvas tents are used the ground sheet should be rolled back during the day to allow the ground to breathe. The side walls of the tents do not need to be rolled up.

Guidelines for the Site Layout

- The site layout should be marked on the positioning of the gadgets on the basis of usability. For example, placing the food preparation gadget, the fire and the chopping area in three different corners of a site might not be a good use of space as they will often be used together.
- As a safety precaution, when possible, all tentage should be the furthest point from the fire
- Use of space

Guidelines for the Table and Seating

- All Scouts should be able to fit comfortably at the table
- The table should be at the correct height and in accordance with the seating
- Table top should be a flat piece of wood and should be secured to the gadget so it doesn't move

Guidelines for the Altar Fire

For the fire to be used safely the following criteria should be adhered to:

- Secure structure
- Lashings tight. If not using tripod style altar fire, the gadget must be secure and safe to use
- Fire tray should not be free to move
- Height of the fire tray should be 45cm to 75cm
- Timber around fire tray should be protected from the heat with mud or tinfoil

Guidelines for the Woodpile

- The woodpile should be marked for its structure, lashings and functionality
- Timber should be graded into two sizes, kindling as a starter and a heavier grade to keep it going it must also be protected from the elements

Guidelines for the Boundaries

- Correct knots used on boundaries, the round and two half hitches is used to start and finish and the clove hitch or the marlin spike should be used on the intermediate boundary poles
- Boundaries taut

Guidelines for the Fire Point

- This does not have to be a gadget but needs to be clearly identified
- It should be centrally located but does not need to be in the middle of the site, it should be located in an area between your fire and your tents
- The fire point should consist of a fire blanket, bucket of sand and a bucket of water

Guidelines for the Chopping Area

- The ground within the chopping area should be protected with some form of sheeting and large enough to allow safe use of the axe and saw, an axe and an arm length all round is a good guide for a safe chopping area.
- There should be some form of boundary around the chopping area.
- With regards to the axe and saw if they are not visible in the chopping area it doesn't necessarily mean that they don't have them. They may be stored in the store tent. Wherever they are stored, the storage should be safe.
- At least one member of the patrol should know how to use an axe correctly

Guidelines for the Waste Disposal Area

- Bins should not be over full
- Bins must be covered
- Structure and Lashings
- Waste should be segregated into recyclable and non-recyclable categories.

Guidelines for the Store Tent and Storage

- It is very important that food and non-food are stored separately to prevent cross contamination
- Equipment stored separately (tools should be stored in a patrol box safely)
- Cleaning equipment separately
- Cool box for perishable items
- All storage boxes and cooler boxes should be raised off the ground
- Tight lashings
- Area should be enclosed from the elements

Guidelines for the Dresser

- The gadget should be marked for its design and should be used for intended purpose. ie pots, utensils etc
- Tight lashings
- Gadget tidy
- Items clearly off the ground

Guidelines for the Wash Area

- This may be a separate gadget to the dresser and should be marked for its design and function
- Lashings
- The height of the basin
- Safe structure
- Provision should be made for the storage of water containers
- Separate basins should be provided for utensil and personal washing

Guidelines for the Gateway

- The gateway should be marked on its design and functionality
- Lashings
- Patrol identification (sign, flag, notice board)
- Safety (Gate must be high enough to allow ease of access)

Guidelines for the Dining Shelter

- Ample shelter to cover the entire patrol
- All guylines used
- Ease of access in and out from the shelter
- Adequate cover from the elements

Guidelines for the Food preparation Area

- Adequate space for the preparation of food
- Height of the work surfaces
- Is the structure safe to use
- Clean surfaces to prevent cross-contamination

Depending on design, some of the gadgets mentioned may be combined into one gadget. Alternatively, some of their functions may be separated into different gadgets. Regardless of the design used, it is important that all the functions of the items listed below are catered for on the site.

The majority of gadgets are built using Tri-pods or Quad-pods. It is important that these items are **braced correctly**. Failure to do so can result in a structure collapsing if knocked against. This would be especially dangerous in the case of tables and alter fires.

In the case of Tri-pods, braces should be lashed on around the three sides of the structure, preferably with the braces low to the ground (especially on heavier gadgets). An alternative is a T-bar structure, although this can allow the back leg to swing if it is not done correctly.

In the case of Quad-pods, diagonal braces or braces on all four sides should be used, again preferably low to the ground.

Where one of these structures is braced by other parts of the gadget, then there may not be a need to use braces as described above. The important point is that on any tri-pod or quad-pod, none of the legs should be free to move. If in doubt use one of the above systems.

Bracing on all gadgets should not be a hazard to your patrol walking around the site; it should not stick out further than 6 inches to avoid this.



Campcraft 1		
	Patrol 1	Patrol 2
Tents		
Has the tent been Pitched?	10	
Is the tent pitched correctly?	10	
Are the tents suitable for the patrols needs?	10	
Table and Seating		
Can All patrol be seated?	10	
Is it Safe, Top Level?	10	
Can the Table be accessed easily?	10	
Altar Fire		
Is it the recommended height? (45cm - 75cm)	10	
Is the Timber construction Safe & Sturdy?	10	
Gate		
Is it sturdy?	10	
Are the lashings tight?	10	
Is the gadget braced?	10	
Is the gate safe?	10	

Cooking and Eating

It is very important that all scouts eat healthily for the duration of the weekend. This means that adequate menus (outlining a balanced and healthy diet) are planned and followed for the whole weekend. Cooking and Eating should be monitored throughout the camp and each site visited a number of times. Patrols should not be concerned with making restaurant standard food; instead, the emphasis needs to be on simple healthy food, cooked well, and enjoyed by all. This particularly refers to patrols that have scouts with specific dietary requirements.

The main points that the cooking and eating inspection team should be looking for are:

General and Fire (if applicable)

- That the patrol is working to an organised plan
- That there is sufficient wood on site and the fire is used safely

Hygiene, Cleanup & Waste

- Personal hygiene (long hair tied back, clean hands)
- Raw vegetables washed (if applicable) and raw meat kept separate from everything else
- All utensils/ pots clean before stating and patrol cleaning as they go
- Everything used cleaned up and stored away within the allotted time
- Waste and waste water disposed of correctly

Preparation & Organisation

- Chef competent at chopping & cooking over fire
- Timings taken into account i.e. is everything ready at the same time?
- Little food waste left at the end of cooking

The Food

- The meal prepared reflects what is stated on the menu
- That all patrol members have eaten a substantial meal
- Meat / veg properly cooked and served piping hot (if applicable)
- Lunch should be suitable for packing and packed well

Sample Menu

Friday

Supper: Vegetable soup with brown bread

Saturday

Breakfast: French toast (Bread fried with egg & milk), fresh fruit and tea

Lunch: Chicken, Cheese & Tomato Sandwiches, chocolate bar, banana and juice

Dinner: Stir Fried vegetables, beef and noodles.

Supper: Hot Chocolate & Biscuits

Sunday

Breakfast: Cornflakes with milk, orange juice, apples, tea

Lunch: Ham, Cheese and tomato sandwiches, crisps, juice

Cooking and Eating Dinner		
	Patrol 1	Patrol 2
Prep & Organisation		
Competent using knife	10	
Competent cooking over fire	10	
Little Waste	10	
Timing (everything ready together)	10	
Meal		
Does the patrol take time to sit and eat together?	10	
Substantial meal for whole patrol	10	
Meat & Veg fully cooked	10	
Overall impression (taste)	10	
Overall impression (presentation)	10	
(Desert) Overall impression (Taste)	10	
(Desert)Overall impression (presentation)	10	
Waste & Cleanup		
Waste water/ waste handled correctly	10	
Plates/ cutlery/ cups clean and packed away	10	
Pots/ utensils/ pans	10	

Log Books

A Log book is where a Patrol describes and explains their daily activities. It should be a personal and unique account of the overall journey. While many individuals will share the experiences, and some of the detail included in the logs will be similar, the effect on the individual or patrol will be different.

A patrol log is about:

- Recording your adventures and activities
- A way of keep communicating how your patrol works and the progress you make in your Crean Awards and other badgework
- A way to highlight achievements to fellow scouts back home.
- A record upon which they can base future events/projects on.

When completing a Log Book, the following information should be included:

- Main details: dates, location, weather
- A patrol log should list all the participating patrols
- Overview of the Programme
- Simple and illustrated accounts of the activity
- Parts of Crean Award being worked towards
- Details of Special Interest Badges and Adventure Skills being covered
- For a hike, details of route with sketch maps and route cards
- Details of achievements and challenges
- Menus
- Budgets
- Gear List – personal & patrol equipment
- Other interesting facts or pieces of information

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