

# Cooking and Camping Rules 2012

## General Rules

Teams should be between 4 – 6 members.

Team members should be of scouting age.

Scouts to come in Neckers only, full uniforms are not required.

Team pitches will be picked by drawing out of a hat upon arrival at rough close

No leaders will be allowed on the camping comp field unless instructed to do so.

Teams should have their area clear by 2.00pm on the last day of camp.

Leaders will be provided with a light lunch. Teams must a camp menu which will include: lunch, supper and breakfast .

Team entries must be in by Friday 31<sup>st</sup> August with a NAN form per troop to be sent to Clive & Darren.

You should make your own arrangements for health forms & in touch/home contact

## Camping Rules

Camping areas be judged around, 2pm, 5pm and 8pm on the Saturday, also 8am and 11am on the Sunday. judging will end on Sunday. Anything that is classed as dangerous regarding the Camping area will need to be acted on immediately.

Each team will produce the following camp gadgets: dresser, wash stand, and washing line, and they will be judged on "Fit for Purpose".

Camp gadgets to be judged around 4pm.

Risk Assessments should be available for the judges to view; the PL will be quizzed on dangers on their campsite.

## Camp Layout (1<sup>st</sup> & 2nd inspection)

General standard of camp area and pitches, judge to give points accordingly –

Tent erection Inc Dinning Shelter – Poor 1 point, good 2 points, excellent 3 points

Correct layout of camp site – Poor 1 point, good 2 points, excellent 3 points

General tidiness of overall area – Poor 1 point, good 2 points, excellent 3 points

## Camp Layout (further inspections)

General tidiness of overall area – Poor 1 point, good 2 points, excellent 3 points

Tent erection Inc Dinning Shelter – Poor 1 point, good 2 points, excellent 3points

## Camp Gadgets

Points will be scored per gadget– Poor 1 point, good 2 points, excellent 3 points

There will also be a bonus point of 2 available per gadget and how elaborate they are.

**Note-** all Teams will need to bring their own pioneering poles (broom handle size) and ropes to meet the pioneering criteria.

## Camp Safety

Misuse of axe and saw will incur deduction of points.

Any actions considered unacceptable will incur deduction of points and possible disqualification.

## Camping Points

Total points available, camp layout = 46 points, pioneering = 15 points plus bonus points (bonus point allocation dependant on team numbers).

Team work observation bonus = 5 points for setting up and 5 points for breaking camp.

### **Cooking Rules- all food to be cooked on open fires**

Saturday lunch will not be judge.

The evening meal ingredients will be handed out around 4.30pm

The evening meal is to be cooked backwoods. **Backwoods means no cooking utensils to be used what so ever. However, foil may be used.**

Fire bonus points- Fire fully alight by 5pm, 5points, by 5.30 3points, no fire for 5.30 and a leader to assist and ensure a fire is going. No bonus points.

Food is to be served between 6 and 7pm (5 bonus points) 7 to 7.30pm no bonus points, but the food still scored, after 7.30pm **camp bonus points** will; be deducted. Food judged on taste/ consistency and cooked correctly– Poor 1 point, good 3 points, excellent 5 points.

Breakfast- Team's are to supply their own ingredients of, sausage, bacon, egg, beans or tomato's and bread.

Fire bonus points- Fire fully alight by 8am, 5points, by 8.30am 3points, no fire for 8.30am and a leader to assist and ensure a fire is going.

Food is to be served between 9 and 10am (5 bonus points) 10 to 10.30am no bonus points, but the food still scored, after 10.30am **camp bonus points** will be deducted. Food judged on taste/ consistency and cooked correctly– Poor 1 point, good 3 points, excellent 5 points.

All other food and drink requirements are to be provided by the team. This includes cooking oil and condiments etc.

The 11am judging will be looking at the cleanliness of cooking equipment.

### **Cooking Points**

Total points available 30

### **Cost**

Entry fee of £10.00 per team (to cover evening meal costs), plus £2.50 per head for overnight camp fee's.

All Leaders meals will be provided at a cost of five pounds per head plus £2.50 for overnight camp fees. hot water will be available for teas & coffee.