

Skyline skills and competition camp 2011

Nov 4-6, 2011

Goodyear Memorial Scout Camp

\$5 per Scout to cover program expenses and a camp crest.

\$20/leader to cover food and crest

Any excess funds will be donated to the Scout Brotherhood Fund

Overview:

One of the central ideas of Scouting is “learning by doing”. All too often, we slip into a school mode where we teach and then, maybe, do. By doing our area camp in the form of a competition, we can push our Scouts to do the skills as much as is safe and support them in the learning process.

Scout patrols (or boat crews) will demonstrate and further develop their Scout skills in competition with other patrols through a series of challenges. There will be teaching done when needed. If you don't have much experience coming in, you might not win, but you will have fun and learn lots.

Venturers who attend will do the same, but will be in competition against other Venturers.

Leaders will be the scorekeepers, judges and backup teachers. Leaders will supervise from a distance to ensure safety at all times.

Challenges

The challenges make up the main part of the program. There are a number of mandatory challenges and also Bonus challenges and the possibility of head to head challenges with other patrols.

Other Program

Scouter Meeting Friday Night at White Pine Shelter

Opening horseshoe Saturday morning

One hour wide game early Saturday Afternoon

Formal Campfire on Saturday night

Mug up at White Pine Shelter after Campfire

Scouts own and Closing Horseshoe (with awards) 11am Sunday

Patrol Leaders and Coxswains:

- Safety first. **Don't let your patrol members do dangerous things.**
- **Have fun.** Shouting isn't usually fun. :) Motivation is usually more effective than bossing.
- Don't let Scouters do stuff for your patrol, you'll lose the challenge. You'll have to keep a close eye on this. Some Scouters seem unable to stop themselves from taking over. You guys can do it. I know you can. You want the bragging rights don't you?
- If you're in trouble or there is a safety issue, notify the closest Scouter immediately. We'll find your Troop Scouter if necessary.
- Scouts should always travel in pairs. You should always know where your patrol is, so they need to tell you before they go to the kybo or head off to work on some part of a patrol challenge separate from you.
- Any cheating and your patrol will immediately lose that challenge.
- You'll be given some printed resources at the Patrol Leaders meeting on Saturday morning: a copy of this outline with all the scoring possibilities, a Leave No Trace reference card, a knot reference sheet, a lashing reference sheet, some possible pioneering projects.
- There will be some spars available, but mostly you'll need to gather spars from the bush. **If your patrol has Scout staves, they would be worth bringing.**
- Twine will be available for light lashing. Limited quantities of rope will be available for knot practice and bigger lashings. **Bringing some rope of your own would be a very good idea.**

Challenges

- All challenges are to be carried out by Scouts, not leaders.
- Challenges should be carried out with the participation of the whole patrol whenever practical. If some are sitting around being lazy while others do all the work or if some exclude others from involvement because they don't want them to do it, those will be marks against you.
- Success is part of the score, but group effort and teamwork are even more important parts of the scoring. It is ok if some Scouts are working on one challenge while others do another, as long as all members of the patrol are involved in the challenges and are not excluded or lazy.

Core challenges (mandatory, each scored out of 20)

1. Carry all of your patrol equipment (including all personal, sleeping, cooking equipment, tarps and food) from the parking lot to your campsite. No cars on the field!

Leaders may not carry any patrol or Scout equipment! If a particular Scout is small, or otherwise needs help, the rest of the patrol needs to figure out a way to help them, not a Scouter.

Scouts should pack in packs or containers they can handle, or strategise to solve the problem: two on a cooler, maybe rig up a harness with a couple of spars. If they bring some kind of cart, then they must load, unload and push or pull it themselves. They may have to make two trips, which would be a drag, but it's not so far that this is impossible.

2. Set up a neat and safe camp including appropriately located cooking area, tents and rain shelter for cooking and/or eating. There should also be a plan in place for personal ablutions (hand and face washing, toothbrushing).

Each patrol will be able to put one bin of food labelled with their patrol name and group number in White Pine Shelter each night to keep it safe from animals. No loose bags, just a single enclosed bin.

3. Prepare all your own meals. Each patrol member must perform each task at some point in the weekend including stove lighting, food preparation, cooking, washing up.
4. Keep your site safe and clean at all times (ensure tools are safely put away when not in use, clean up promptly from meals, tidy your tents in the morning, no unnecessary tripping hazards, no loose trash on your site, etc.)

There should never be an attitude of “we'll clean that up later,” instead you should always “do it now.” Tools and equipment that aren't put away properly tend to get lost or damaged and may present a safety problem. Food that is left out attracts animals. The stick that you think would make a great walking stick shouldn't be lying in the campsite to trip someone (maybe you).

5. Build and maintain a cooking fire for long enough to boil sufficient water for cup-a-soup for your patrol and a judge.

You may not use any kind of accelerant (starter fluid, zip-o-cubes, paraffin, kerosene, bug spray, naphtha, etc.). Only natural wood and wood-related products which could be picked up from the

ground are acceptable. You may use a candle to maintain heat in the lighting stage if you wish. Use either the tripod (below) or improvise some other pot support.

You must maintain fire safety at all times, including where you locate your fire, keep a fire bucket within reach of the firepit. You must apply Leave No Trace principles to deal with your firepit.

Secondary challenges (mandatory, each scored out of 10)

1. Make a tripod using only a proper tripod lashing and suspend a pot full of water from it in such a way that the water can be safely boiled without extinguishing your fire.
2. Prepare and lead a song and a cheer for the Campfire on Saturday night
OR prepare and perform a skit for the Saturday Campfire. (This will be chosen by lottery.)
3. Each patrol member will demonstrate safe and effective knife and saw use to an instructor.
4. Each patrol member will consistently tie 8 knots and know their use. No granny knots, but other than that, you can choose your own knots.
5. Draw a map of your campsite. It should be to scale, include 16 points of the compass oriented correctly, and contain directions and distance to neighbouring patrols, White Pine Shelter and the parking lot. Use paces to generate your scale.

Bonus challenges

1. Build a piece of camp furniture or gate or other pioneering project using only spars and rope or twine. The tripod doesn't count, that's a separate challenge. (10 points)
2. Each member of the patrol to demonstrate a tripod, diagonal and square lashing and know what they're used for. Can be part of a pioneering project used in another challenge. (10 points)
3. Standing at the door of White Pine Shelter, give the compass bearings of 3-6 (1 per Scout) locations around the field and follow 3-6 (1 per Scout) bearings to locations around the field. List to be determined. (5 points)
4. Map the main field using a compass and triangulation. The map should be to scale and contain all buildings, shelters, and other notable objects. Instructions will be provided. (30 points)
5. Show that at least half the members of your patrol have basic survival kits with them and know how to use the contents. We hope to have some basic materials available on site for making these. (10 points)
6. Make and appropriately display a patrol flag or pennant. Some supplies will be available. (5 points)
7. Appropriately display the Canadian and/or Scout flag in your patrol site. (5 points)
8. Show that your patrol used personal kits lists to pack and understand the importance of various items on your list, including weather appropriate clothing and dressing in layers. (5 points)
9. Build one or more temporary shelters to house your entire patrol and sleep in it/them on Saturday night. Follow Leave No Trace principles when building and dismantling the shelter(s).

(15 points)

10. Tie friendship knots in the neckers of another patrol. (5 points)

head2head challenges (5 points to the winning side)

You can challenge another patrol (from another group only) to a challenge of your choosing. However, you must accept a reciprocal challenge of their choosing. No challenge should be refused without a good reason (safety, insufficient time, etc.)

The winning conditions need to be agreed to between the two patrols and a judging party (leader not connected to either patrol). The winning conditions must be objectively judged.

Examples might be:

- tallest tower of Scouts,
- most different knots tied correctly,
- fastest to complete a water relay.

This means no “best” or “prettiest” or any other challenge that requires a subjective judgement.

Extra points

There will be opportunities for extra points for impressive work in a number of areas: Pioneering, mapping the main field, patrol flags, most prepared patrol. As these are all subjective, the winner in each category will be determined by a vote of all the available leaders.

Skyline Camp 2011 Schedule

Friday

6:30-8:30pm – arrive at Goodyear. Unpack in parking lot and carry gear to your campsite

- set-up tents, cooking area, tarp, etc.

10pm – Scouter meeting at White Pine Shelter

11pm – lights out and quiet in camp

Saturday

7am – rise and shine

8am – breakfast/clean-up

9am – opening horseshoe

9:30am – Patrol Leaders meeting. Scouter check-in.

- Touring challenges like knots, knife and saw begin. Bonus challenge supplies available near flagpole and White Pine Shelter.

12:00pm – lunch served for Scouters

- *No set time for patrol lunch*

2:30pm – Wide game. Meet at White Pine Shelter

- *No set time for patrol dinner*

6pm – dinner served for Scouters

8pm – Formal Campfire at NightHawk Campfire Circle

- Mug up for everyone at White Pine Shelter after Campfire (approx. 9:30pm)

11pm – lights out and quiet in the camp

Sunday

7am – rise and shine

8am – breakfast/clean-up

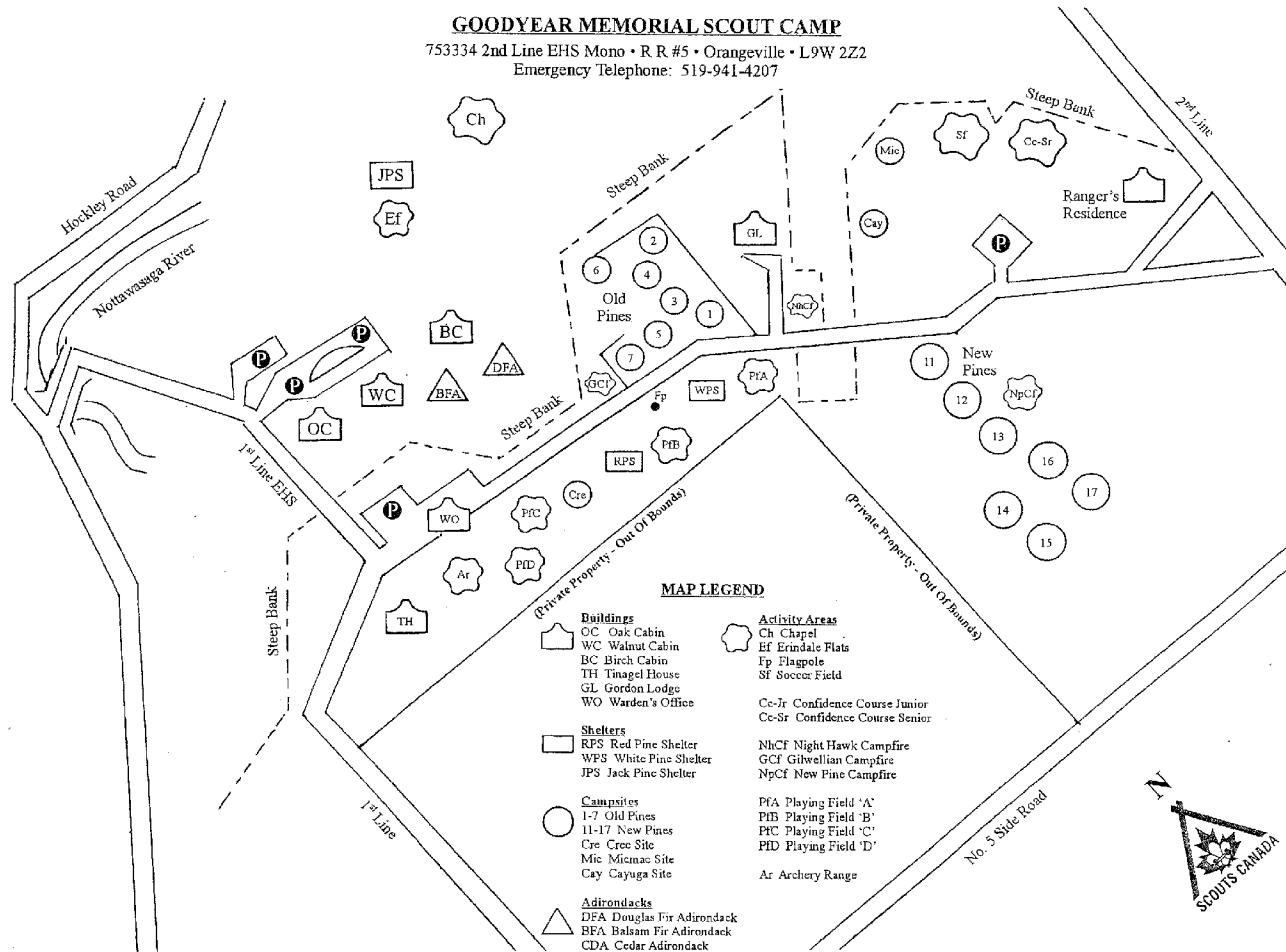
- pack-up/tear down/etc.

11am – Scouts' Own/ Closing Horseshoe/ awards

11:30am – depart

assuming that the camp Warden gives the OK, vehicles will be allowed in after the closing horseshoe to pick up gear. You don't have to carry out again if you don't wish.

Site Map



Site 2 - 403rd

site 3 - 78th

site 4 - 4th

Location of Goodyear Memorial Scout Camp

The camp is located approximately 60 km north of the City of Mississauga, just east of Highway 10 and the Town of Orangeville and overlooks the scenic Hockley Valley.

Follow Highway 10 north past Orangeville to the Hockley Road. Turn right (east) and follow Hockley Road for about 3 km. At the gravel pit on your right, the road forks with Hockley Road going to the left and No. 5 Sideroad going straight ahead (and up a hill).

We will enter at the West Entrance, so follow No. 5 Sideroad to the 1st Line E.H.S. (Mono) and turn left. Follow 1st Line E.H.S. to the upper parking lot.

