

## **Fishing Fun Day and Dutch-Oven Cook-Off**

Come join us at Six Mile Waterworks and Get Hooked on Scouting



### **Program Guide**

Fort Orange District, Twin Rivers Council,  
Scouting America

Any questions about the event or how you can help can be directed to Stacey Stump at (914) 563-1037 or [sstump80@gmail.com](mailto:ssump80@gmail.com)

## GENERAL INFORMATION

Attention all Scout families and friends! Join us **September 19<sup>th</sup> at Six Mile Waterworks from 10 a.m. to 2 p.m.** for a fun and exciting day of scouting fun, at the Second Annual Hooked on Scouting Day featuring fishing and a dutch oven cooking contest!

We will also have lots of activities, some cool prizes.

## EVENT GOALS:

- Provide an opportunity for Scouts and their families to enjoy fishing and fun.
- Allow units to showcase their Dutch Oven cooking skills and learn some new recipes.
- Provide an opportunity for Cub Scouts to complete their Fishing Adventures and earn their belt loops.
- Allow Scouts BSA to earn their Fishing Merit Badge.
- Provide an opportunity for Scout units to invite other youth interested in joining the program an opportunity to recruit, by introducing them to one of the outdoor programs they will experience.

## DUTCH OVEN COOKING CONTEST

Units will compete in two divisions:

- Best Dessert
- Best Entrée

Prizes will be awarded in both categories.

The prize is an engraved cast iron egg pan so you can brag at your next scouting event.



## RULES

1. A team may consist of a pack (assisted by cub master), troop, or patrol. An adult must supervise each team. Except for cub scouts, adult supervisors will not assist or instruct the contestants.
2. All contestants must be members of Scouting America or a potential scout guest.
3. One team may enter a maximum of two dishes. Only one dish per category will be allowed for each team. A troop may field more than one team.
4. All ingredients must be cooked in Dutch oven or on Dutch oven lids. If the recipe calls for melting or warming a sauce in a separate pot that is not a Dutch oven that is permitted over the coals.
5. Participating teams are expected to provide their own Dutch ovens, utensils, recipe, ingredients, and charcoal. Cooking must be done over charcoal.

6. Contestants will present their completed dish to judges at 1:30 p.m. Items to be judged will be brought to the judge's table in a Dutch oven or on a Dutch oven lid. Only one item per category per team will be judged.
7. The judges will judge the entry when it is presented at the table. The decision of the judges shall be final.
8. Use good fire safety practices.
9. Contestants are asked to exercise care in the cleanliness of their food preparation and cooking. Keep the preparation area and utensils clean. Use a washbasin or wet wipes for hands. Use a cooler for perishables and do not put Dutch oven lids on the ground.
10. Only team members and adult supervisors are allowed in the cooking area during the prep, cooking and judging period. One team member must remain in the cooking area at all times.
11. All judging decisions are final.
12. Please bring extra copies of your recipe to share with other participants after the awards ceremony so everyone can go home with new recipes to try.

## **REGISTRATION**

Registration in the Dutch Oven Cook Off or the Fishing Contest is \$5 per participant and covers the cost of supplies, including a sticker, a hot dog lunch for each participant, and is due by September 16, 2026. ***Yes, vegan hot dogs will be available.***

Entrance to the park is free and members of the public will be in the area during the event. Scouts are encouraged to use the event as a recruitment day and to invite friends to show them the fun of scouting. ***Potential scouts are free.***

## **LOCATION**

Six Mile Waterworks is located on Fuller Road, just north of Interstate 90 (I-90) in the Albany's Pine Bush Preserve.

The park also features picnic tables, a playground, a parking lot, and restrooms operated seasonally. No swimming or wading is permitted.

A permit from Albany Water Department is not required to fish at Six Mile Waterworks. However, a DEC issued freshwater fishing license is required for anyone aged 16 and older.

## CUB FISHING ADVENTURES

All Cub Scout ranks feature fishing electives. Cast a line with your pack or family and earn some belt loops! There will be activity stations where you can draw a fish, practice fishing knots and practice casting a line.



Two prizes will be awarded for **Biggest Fish Caught**. The prizes are Cub Scout Swag Bags, with cinch bag, flying disc, journal, and sticker sheet.

## ADVENTURE REQUIREMENTS BY RANK

### Lion Go Fish



1. With your Lion adult partner, learn the rules of fishing safely.
2. Draw a picture of the type of fish you think lives in the water where you are going fishing.
3. Go fishing with your Lion adult partner.

### Tiger Fish On

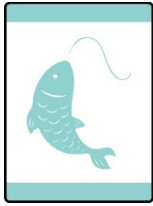


1. With your den or Tiger adult partner, identify the body of water where you will go fishing.
2. With your Tiger adult partner, learn the rules of fishing safely.
3. Draw a picture of the type of fish you think lives in the water where you are going fishing.
4. Go fishing with your Tiger adult partner.

### A Wolf Goes Fishing



1. Identify the type of water you will be fishing in and what type of fish live in the water.
2. Learn about the different types of bait used to attract fish.
3. Demonstrate a proper cast for the pole or rod you are using.
4. Learn the rules of fishing safely.
5. With your den, pack, or family, go fishing.



### **A Bear Goes Fishing**

1. Learn about three types of fish in your area.
2. Learn about your local fishing regulations with your den leader or an adult.
3. List three of the regulations you learned about, and one reason each regulation exists.
4. Become familiar with the safe use of the fishing equipment you will be using on your outing.
5. Learn the proper way to attach the hook, lure, or fly to the line.
6. Go on a fishing adventure, and for 30 minutes or more, put into practice the things you learned about fish and fishing equipment.



### **Catch the Big One**

1. Make a plan to go fishing. Determine where you will go and what type of fish you plan to catch. All of the following requirements are to be completed based on your choice.
2. Use the BSA SAFE Checklist to plan what you need for your fishing experience.
3. Describe the environment where the fish might be found.
4. Make a list of the equipment and materials you will need to fish.
5. Determine the best type of knot to tie your hook to your line and tie it.
6. Choose the appropriate type of fishing rod and tackle you will be using. Have an adult review your gear.
7. Using what you have learned about fish and fishing equipment, spend at least one hour fishing following local guidelines and regulations.



### **Fishing**

1. Make a plan to go fishing. Determine where you will go and what type of fish you plan to catch. All of the following requirements are to be completed based on your choice.
2. Use the BSA SAFE Checklist to plan what you need for your fishing experience.
3. Describe the environment where the fish might be found.
4. Make a list of the equipment and materials you will need to fish.
5. Determine the best type of knot to tie your hook to your line and tie it.
6. On your own, choose the appropriate type of fishing rod and tackle you will be using. Have an adult review your gear.
7. Using what you have learned about fish and fishing equipment, spend at least one hour fishing following local guidelines and regulations.

## FISHING MERIT BADGE



Merit badge counselors will be available to work with scouts on their Fishing Merit Badge. Scouts should bring a copy of the worksheet [available here](#). Scouts should also practice knots beforehand and bring a photo of a fish they have caught recently in case they aren't able to catch anything at the event. Please wear closed toed shoes, sunscreen, and eye protection.

## SET UP

Registration and check in for the event will be in the Pavilion. You may drive (carefully) up the road to drop off supplies, but all vehicles must be parked in the parking lot next to the playground. The use of wagons is encouraged to transport materials. Class B uniforms are suggested.



Bring your own fishing rod, tackle, bait, and catch bucket. There will be a limited supply of fishing rods to borrow and cane poles for scouts to try making their own pole.

**Leave No Trace in effect:** All debris, trash, bait, tackle, must be removed from the site when you leave.

Each cook-off team is responsible for cleaning up their space. This includes the proper disposal of trash in the provided dumpster and the proper disposal of hot coals/ashes. Please use charcoal chimneys to heat coals. **No open fires are allowed.**

Units are encouraged to bring an outdoor game to share with participants (corn hole, frisbee, etc.). Hot dogs will be available to paid contestants, but scouts may also bring a bagged lunch or cooler.

## **SCHEDULE**

10:00 pm Registration begins/Fishing merit badge participants arrive

12:00 pm Cooking contest begins

1:30 pm Present Dishes/Judging

1:45 pm Awards Ceremony and Tasting

2:00 Event Ends