

BOY SCOUTS OF AMERICA CASCADE PACIFIC COUNCIL

**2024 Oregon Trail Camporee
Adult Leader & SPL Guide
In Cooperation with**

**Fort Vancouver National Historic Site
With over 200 Years of Shared History**



Welcome Scouts and Scouters!

KLAHOWYA! WELCOME! Fort Vancouver National Historic Site is a unique place and our Camporee is at a unique time. The 200th anniversary of the construction of Fort Vancouver by the Hudson Bay Company is 2024. We have been building towards a big commemoration event since 2018. This is a partnership with the Cascade Pacific Council, the National Park Service, the city of Vancouver, and the Cowlitz tribe. We have included history, diversity, and fun.

Scouting offers opportunities to make memories, train leaders, perform service, and enhance our communities. Let me give you an abbreviated summary. The Camporee starts with a series of service projects performed at the Fort to enhance and preserve the site. These events are a very important part of learning, preserving, and fun. It is a required activity to earn the Scout Ranger award. The Camporee starts with arrival on Friday and setting up camp. You will camp on the historic parade ground, where soldiers would bivouac when there was not enough space in the barracks. Remember not to dig anywhere on site. Fortunately, where we are camping, the only old items that you might find would be remnants of 150 year old tent stakes. On Friday at 9 PM, there will be historic storytelling at the 410 building east of the main parking lot on 5th Street. Make sure your campsite set up is finished. In the morning, we will raise the great garrison flag, one of the largest US flags in existence. It takes many hands to accomplish this. Let us know if you want to help, it requires rehearsal a week before. The opening ceremony will include the Superintendent of the Fort, the Mayor of Vancouver, the Chairman of the Cowlitz Cultural Committee, and the Spiritual Leader of the Cowlitz. After that, off to the activities. Carry lunch with you, there is no time to go back to camp. Take the competition or the fun learning track. We move each hour at the sound of the Mountain Howitzer owned by the National Park Service. We get to do Scouting skills and much more until 4 PM. The Adult Indian Fry Bread is an **open creative competition**. The Scouts are doing an Oregon Trail dinner competition. You provide the ingredients and your creativity. Gluten free, decorated, exotic, beautifully prepared, or plain, it is up to you. The judges will include the mayor, restaurateurs, and experts on fry bread. The evening campfire will include skits by Scouts and the Order of the Arrow call out. It will be an evening to remember. After that, there is time for all those who want to get together with old friends, meet new friends, and swap stories. On Sunday, we have the final awards, a religious service, and clean up. Remember to leave the grounds better than you found them.

I look forward to seeing you there. You might not recognize me, however. I will be dressed as a Hudson Bay Factor circa 1825. Many of the staff at the Camporee will be in historic dress along with soldiers re-enactors from the Civil War, WW1, and WW2. This will be fabulous Scouting fun!

Yours in Scouting

David Carsten, Unit Commissioner, ASM, Spirit Lake/Cascadia Camporee Chair 2024

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Welcome, Registration & Arrival

Welcome to the Oregon Trail pioneers and covered wagon operators. Your goal for this event will be to successfully navigate you and your Patrol along the Oregon Trail. Be cautious as water crossings and dysentery are hazards that you will need to overcome along your journey. Patrols will compete as a wagon train through this event testing your Scouting skills to reach your destination safely.

Registration

All units should register online through Cascade Pacific Council's system, Black Pug. Troops will need to provide the number of youth and adults attending along with the names of the Patrols participating. **We will not be able to accommodate or register any Units past the event cutoff.**

Required Forms

Units will need their registration, medical forms, and final rosters.

Unit leaders **must** have a copy of the BSA Annual Health and Medical Record Parts A and B for **ALL PARTICIPANTS** on site at Camporee. These will not be collected during registration but must be made available for emergency medical care.

Pre-Check-In

Tuesday, April 30th and Wednesday, May 1st will be a opportunities for Troops to check in early. The locations and time will be announced no later than Thursday April 25th. This is a great opportunity and Units are highly encouraged to check-in early to make Friday's arrival as easy and smooth as it can be. Units will need to provide their registration, medical forms, and final rosters. Units will be provided with assigned parking, trailer passes, wristbands, and Unit camping assignments.

If you are unable to use the early check-in on Tuesday or Wednesday, you will still be able to check in on Friday.

Check-In

Check-in Friday night starts at 5pm. If your Unit would like to arrive earlier, please send a request to spiritlakecamporeescoutmaster@gmail.com no later than Wednesday May 1st.

Post Check-In "Scout Spirit Judging"

After check-in, the unit Senior Patrol Leader should gather the Unit, ensure everyone has their wrist bands, and organize the Unit to walk to the "Spirit Judging" area near the Units designated trailer unloading area. The Scouts will be greeted by Youth Troop Guides to judge their uniform, packing skills, and Scout Spirit. Patrols should plan to have their patrol flags and yells, along with their packs tightly packed for judging. Once the judging is complete, the troops will be directed to their troop truck/trailer for unloading of gear to be taken to their designated campsite.

Arrival & Parking

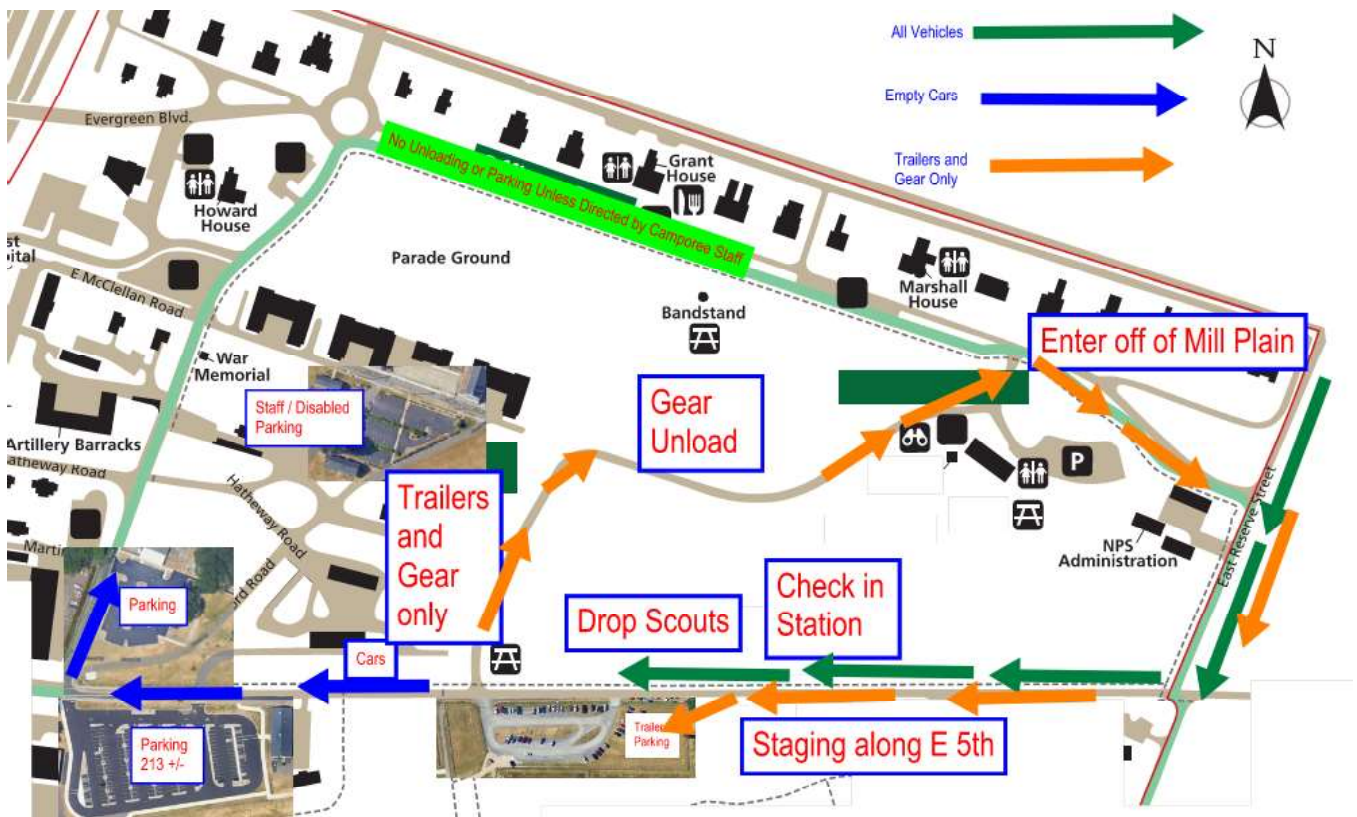
Plan to arrive no earlier than 5:00 PM and no later than 8:45 PM on Friday evening. There will be signs and volunteers directing you to the unloading and parking areas. Please notify parking advisors if you have participants with mobility issues. Troops should plan to arrive on the East side of Fort Vancouver. From Mill Plain Avenue, turn right on East Reserve Street, continue south, and turn right on 5th Street. Vehicle staging and registration will be located along this road.

Plan your vehicle unloading prior to arrival. Vehicles with Scouts and personal gear will be directed to park in the main parking lot. Only one truck or truck with trailer per troop will be allowed to park in the designated trailer parking area. If your troop completed pre-check-in, your truck and/or trailer, with parking pass displayed, will be directed to the designated unloading area along Fort Vancouver Way. Drivers are expected to remain in their vehicle **at all-times**. All other trailers will be directed to a staging area until their parking pass is provided as part of check-in.

Youth and adults are expected to carry personal gear between their campsite and the trailer unloading area. A wheeled cart is encouraged for hauling troop gear to campsites across the grass field.

You must have a parking permit to park in designated areas. Permits are obtained either at preregistered or at check-in. Only trailers are allowed on the midpark road. No vehicles will be parked anywhere except in parking areas designated for the Camporee. **Parking along Evergreen Blvd will result in a parking ticket written by the Vancouver Police Department.**

No parking will be allowed at the Pearson Air Museum or along Evergreen Boulevard, no exceptions. There will be very limited parking for persons with disabilities and permitted camporee staff at the visitor center near the staff headquarters.



Troop & Campsite Details

Equipment

Each troop is required to provide all equipment necessary to participate in the event. The campsite inspection scoresheet is a good guide to the gear your troop will need. **Don't forget your screen and bucket for gray water management!** In addition, each scout should be prepared with their 10 essentials. Be sure your Scouts write their name and troop number on all personal belongings.

Potable Water / Wastewater / Latrines / Garbage

Troops should bring enough water for the weekend activities. Fort Vancouver does not have any onsite water sources.

A gray water disposal site will be designated adjacent to the camping area. Food must be screened and removed before disposal.

There will be port-a-potties located throughout the site for scout and scouter use.

"Pack it in pack it out!" Every patrol and troop must remove ALL their own trash, garbage, and camping supplies.

Uniforms

The regulation Scout Field uniform ("Class-A") is the official uniform and should be worn proudly throughout the Camporee. Uniforms should be clean and neat in appearance with the shirt tucked in and buttons buttoned.

The Field uniform shirt is required for Camporee, but troops can determine if they are all wearing items such as BSA Scout shorts/pants, Scout socks, Scout hats, neckerchiefs, etc.; uniformity is the goal. A mixture of the "old" and "new" uniforms in the same patrol is acceptable.

Activity uniforms ("class-B") are optional during Saturday activity/event stations. Order of the Arrow members are encouraged to wear their sash to Saturday Campfire. Open-toed shoes are NOT allowed.

Campsites

Campsite space will be set up Jamboree Style with tents tightly arranged together. There is no direct vehicle access to sites. Campsites will be assigned by order of registration and troop size. Please stay within the assigned camping area. Patrol sites, within the larger troop site, should be clearly defined and identifiable by name (e.g. a sign or flag). Adult/Scouter campsite space should be separate from patrols' and clearly marked.

Troop Gateways & Patrol Flags

Troops are encouraged to show their Scout Spirit with decorated Gateways, however, there will be no gateway competition this year. PLEASE, DIG NO HOLES. Patrols should have Patrol flags posted in their patrol area and should not bring them to stations.

Troop Gateway Rules

- Do not cut any living or standing trees, shrubs or bushes. Anyone responsible for the destruction of property will be subject to immediate dismissal, and the troop will be held financially responsible.
- Park quiet hours are 10 p.m. to 6 a.m. Please be good citizens. The gate closes at 10 pm, so anyone arriving after the park is closed will need to park outside the gate and walk in.
- All areas other than where the Camporee is being held are off limits. This is for your safety. **NO EXCUSE. OFF SITE IS OFF LIMITS!**
- OFF LIMITS includes the play equipment located near the parade grounds.
- Scouts and Scouters are to be in and remain in campsites after Taps and until Reveille.
- Use only obvious, designated walking areas. Do not cut through another campsite without permission.
- No stakes are to be left in the ground.
- No riding in trailers or pickup truck beds is permitted.
- Vehicles should remain parked throughout the Camporee. Park in the designated areas.
- Chemical fuels and propane must be used and properly stored in accordance with BSA policies.
- Any accidents, security problems, etc. must be reported to the Camporee HQ as soon as possible.
- **All fires need to be elevated off the ground by at least 12 inches, no exceptions.** Troop Campfires with wood or other combustible materials will need to be covered with a spark arrestor. **Fires must not be left unattended.** Your troop must have fire control devices immediately adjacent to fires and cook stations. Fires must be maintained at a reasonable level (NO BONFIRES)! Campfires are a privilege and will be banned if abused.
- Scouts should at all times follow the Oath and Law

Reminders

- Wear a complete uniform. A mix of old and new is acceptable. Patches should be UpToDate.
- Work together as a patrol and participate in all events.
- Wear hiking/activity footwear (skate shoes don't help keep feet dry, nor do they provide good ankle support)
- Meet other Scouts and Scouters from different troops.
- Remember to use the "Buddy system." Buddies must be single gender per the Guide to Safe Scouting.
- Think Safety!
- Have fun!

Leadership

The Senior Patrol Leader (SPL) is in charge of and responsible for the conduct of the scouts in the troop at all times during Camporee. The scoutmaster and his/her designated assistants will be on site at all times. Two adult leaders must camp in the troop area at all times. **Follow all current Youth Protection Guidelines.**

SPL and Leader Pre-Camp Meeting

ALL SPLs, ship boatswains, crew presidents and adult leaders, or their representatives, are encouraged to attend the Pre-Camporee meetings at the April Spirit Lake District Roundtable meeting. All your questions should be answered at that time, but you can forward any questions not answered to the camporee committee.

SPL and Leader In-Camp Meeting

There will be a SPL / Leader meeting Friday night. ALL SPLs, ship boatswains, crew presidents and adult leaders, or their representatives, are encouraged to attend. Please bring a snack to share.

Check-out & Departure

Loadout

Troop gear loadout will take place along Fort Vancouver Way, identical to how it was unloaded. Trucks and trailers will enter from the South, gates will open at 10 am after Closing Flags and Ceremony. Camporee staff will work with units to help stage your vehicles along 5th Street in preparation of loadout. Troops should use the early morning to work on cleaning up their camp site. Gear can be stage along the loading road. Troop vehicles will not be allowed along Fort Vancouver Way Sunday morning until the Troop is ready to load and the SPL has received their check-out ticket. Again, drives will be expected to remain in with their vehicle and not leave it unattended. No personal vehicles will be allowed during this time.

Sunday Checkout

When your troop is ready to depart, the SPL should inspect the area for cleanliness. Remember that all trash is to be packed out. Campsites should always be left better than they were found. Assistance in surveying and cleaning common areas is expected and very much appreciated. When the SPL is satisfied that the campsite is clean, he will contact HQ, where a member of the staff will inspect the campsite. The staff member will then give them a check-out ticket and Camporee evaluation sheet. The SPL then completes the evaluation sheet with their troop leader and then takes the check-out ticket and completed evaluation sheet to HQ.

Camporee Staff & Headquarters

Adult volunteers and qualified youth Scouts are more than welcome to serve on staff to facilitate Camporee operations and program. Each participating troop will be required to recruit two people to serve on staff. Their contact info will be requested by email after online registration takes place. They will then be contacted further by phone or email regarding their assignment. They will be doing tasks such as helping in the parking area, event areas, or in overall safety control. We will only ask them to serve a short shift (no more than a few hours) on Friday or Saturday, so that they may be with their troop as much as possible during the rest of the time. All staff will need their own tents and camping gear. The volunteer/conscripted staff will help with several activities, events and jobs throughout the Camporee. Staff should work with the Camporee committee for assignments and plan to arrive on site before 4PM on Friday afternoon if possible.

Visitors & Overnight Guests

Troops should notify Camporee HQ regarding any visitors for your troop. Visitors **MUST** check in with Camporee headquarters and receive their bracelet. This helps the staff identify known visitors who are there to observe the scout activities. Visitors are most welcome and encouraged to visit the Camporee. If they stay for meals or campfire, each troop should plan for their appropriate number of guests. All adults interacting with the youth scouts must have completed YPT and be registered with a troop per the new BSA policies.

Lost & Found

Lost and Found will be located at Headquarters. Items will be brought out at Saturday evening Flag/ Campfire, and again Sunday morning. Items not claimed will be brought to the next District Roundtable; remaining items will be donated.

Camporee Program

Campfire / Skits / OA Callout

The Campfire program will be a mix of staff skits and skits by Troops and Patrols. One of Saturday's activities will be a Campfire skit audition station; the best skits, as judged by our youth staff, will be part of the evening program. The campfire program will be followed immediately by the Order of the Arrow Call-Out Ceremony. The purpose of the Call-Out ceremony is to officially recognize each elected candidate for membership in the Order of the Arrow, and to communicate the honor of being selected to members, non-members, and to the public. Word to the wise - bring a chair and dress for warmth, with rain gear handy!.

Saturday's Rotations for Events and Activities

Patrols will be assigned to a specific area for the morning and then the alternate area for the afternoon rotation. Area 1 is North of 5th Street and Area 2 is South of 5th Street. Scouts are expected to stay in their designated areas during the morning and afternoon rotations, but all activities and events within that area are open for the Patrols to pick their own adventures. The OA service station is the one Activity where Patrols may leave the area if their project requires.

Scouts should plan on packing lunch and bringing water with them for Saturday's activities as there will not be an opportunity to return to camp. Remember the Scout Motto "Be Prepared" a day pack to help carry your ten essentials and scout book would be a good idea.

Sunday Morning Scout's Own

A camp wide Scout's Own Service will be held in the morning immediately following Morning Flag. Awards will be announced afterwards. Once dismissed you may return to your campsites to commence break-down of your campsite. Field Uniforms should be worn. Remember, a Scout is Reverent.

Activity Scoring, Points & Awards

The top three (3) Wagon Trains (Patrols) with the highest combined scores from the day's activities and campsite inspection will be awarded 1st, 2nd and 3rd place ribbons.

25 Point Activities: These are participation style activities for fun.

100 Point Activities: These are activities that involve Scouting skills. Points will be awarded based on the Patrol Method, Participation, and successful completion of the tasks.

OA Service Station: This is an opportunity for Wagon Trains to participate in earning points and service hours to help support Fort Vancouver. This will be open to everyone, not just members of the OA.

Merit Badge Stations: There are several opportunities for Wagon Trains to work on requirements for various merit badges. Merit Badge stations are 45 minutes long and will have a specific start time.

Activity Ribbons: Several activities will have an opportunity for individual Wagon Trains to earn a ribbon specific to that activity.

Activities

Knots (100 pts.): Using the knots from Tenderfoot, Second Class and First Class requirements properly secure your belongings to your wagon before you embark on your journey. Accuracy and patrol method counts in this event. Fastest Wagon Train earns 1st place ribbon.

Tug-O-War (25 pts.): Your wagon has become stuck in the mud and your Wagon train will need to free it to continue your journey. Wagon trains will compete against each other for a fun activity. Participants should bring work style gloves.

Bucksaw (25 pts.): Your wagon wheel has broken down and needs to be repaired. Wagon trains will need to cut a new wheel using a 2 person bucksaw. This is a fun activity for Wagon Trains to enjoy for participation points. Fastest Wagon Train earns 1st place ribbon. Patrols should bring work style gloves.

Skit Tryouts:(25 pts): Pick a skit or a song to entertain your fellow pioneers at Saturday nights campfire. Skits and songs must be Scout appropriate. Wagon Trains selected to perform will receive a ribbon. This is a fun activity for Wagon Trains to enjoy for participation points.

Cooking (100 pts): Good morning pioneers you will need to cook and flip a flapjack (pancake) in order to feed one of your Wagon train members. Extra points for those able to flip the flapjack without the use of your spatula.

Fire Building (100 pts): Welcome to the PNW, due to torrential downpours you and your Wagon train are soaking wet and must start a fire to keep warm and survive. The bigger the fire the more points you will earn. Extra points will be awarded for the use of flint and steel.

First Aid (100 pts): Along your journey some of your fellow Wagon train members have succumbed to ailments. Lucky they can be found in the Tenderfoot, Second Class and First Class 1st aid requirements. You will need to properly treat these members for them to survive.

Monkey Bridge (25 pts): Your Wagon train has encountered a deep ravine. You will need to use the provided monkey bridge to safely cross. This is a fun activity for Wagon Trains to enjoy for participation points.

Flag Retirement (75, 100, 125 pts): This is a Wagon Trains opportunity to participate and help retire donated flags. Wagon Trains will choose the level of participation for various points: 75 points if a Patrol chooses to observe, 100 points if they choose to run a retirement, and 125 points if a Wagon Train chooses to teach another Wagon Train. Scripts will be provided to Wagon Trains to use. You must stay for a full retirement ceremony to be eligible for the 75 points.

Lashings (100 pts): Due to an unfortunate accident one of your Wagon members has temporarily broken a leg and will need to be transported for a bit. You will need to use a minimum of three lashings using two different styles to build a structure to properly transport them over a set distance.

Canoe Portage (100 pts): The river your Wagon train was using to canoe down has unfortunately run dry. To reach your next section of the river you will need to transport your canoe and gear over an obstacle course. General knowledge of your craft and gear will be beneficial to your success. Fastest Wagon Train earns 1st place ribbon.

Orienteering (100 pts): Your Wagon train has encountered a fork in the road and will need to find the best path to reach your destination. With multiple directions to travel, Wagon trains will need to navigate to various points to solve the puzzle.

Blacksmith / Carpentry Shop (25 pts): This is your opportunity to visit the Fort's Blacksmith and Carpentry shop to see how the early Waggoneers used the tools of the time to make and repair the gear they used to successfully cross the land. This is a fun activity for Wagon Trains to enjoy for participation points.

Field Games (25 pts.): Come have some fun at the field games, including land skis, a spider web obstacle event and Wagon Train "mine field".

OA Service Station (100 pts.): This is your Wagon train's opportunity to help give back to Fort Vancouver and the great opportunity they have provided for us to have Camporee with them. Wagon trains will participate in small service projects that can count towards their individual service hours. The Wagon train with the highest cumulative amount of time will receive a Patrol ribbon.

Merit Badge Options (25 pts.): The following merit badges will be available for Wagon Trains to participate in as a group. These courses will be available at set times and limited to a set number of Wagon Trains. Note that these will not be able to be completed during Camporee however partials can be started.

- Citizenship in Society, Aviation, Fingerprinting, Indian Lore, Archeology

Other Activities: Watch for the Black Hawk helicopter(s) to arrive, there will be an opportunity to check out the machines and talk with the crew. The Marshall House will be open for tours from 4 to 6 pm.

Area	Activity	Points	Sponsors
Area 1	Fingerprinting MB	25	Vancouver Police Department
Area 1	Skits Tryout	25	Camporee Youth Staff
Area 1	Bucksaw	25	
Area 1	Lashings	100	
Area 1	Cooking	100	
Area 1	Fire Building	100	Troop 479 / 5479
Area 1	Knots	100	Troop 554
Area 1	Compass	100	Troop 385
Area 1	First Aid	100	Cascadia District
Area 1	Cit. in Society MB	25	Cascadia District
Area 1	Monkey Bridge	25	Cascadia District
Area 2	Flag Retirement (observation)	75	Camporee Youth Staff and American Legion
	Flag Retirement (performing)	100	
	Flag Retirement (teaching)	125	
Area 2	Archeology	25	Fort Vancouver / Dr. Wilson
Area 2	OA Service Station	100	Order of the Arrow
Area 2	Field Games	25	Troop 310 / 5310
Area 2	Blacksmith / Carpentry Shop	25	Fort Vancouver
Area 2	Indian Lore MB	25	Cowlitz Tribe
Area 2	Canoe Portage	100	Troop 320
Area 2	Tug-o-War	25	Camporee Staff
Area 2	Aviation MB	25	Troop 479

SCHEDULE

FRIDAY – May 3rd 2024	
Before 5pm	Early Arrivals with prior arrangement
5:00 PM	Formal Troop Check In begins
Troops Arrival	
9:00 PM	Optional: Stories of the Native Americans - TBD
9:00 PM	Adult Leader and SPL Meeting – TBD
	Camporee Staff Meeting following AL / SPL Meeting
11:00 PM	TAPS / Lights Out
SATURDAY – May 4th 2024	
6:30 AM	Reveille
	Troop / Patrol Breakfast
8:00 AM	Camp Flags (Optional)
8:25 AM	Camp Wide Opening Ceremony (Band Stand)
8:30 AM	Welcome from Superintendent Fortmann
	Blessing by Tanna Engdahl, Spiritual Leader for the Cowlitz
	Greetings by John O'Brian, Cultural Resources Chair for the Cowlitz
	Welcome from Anne Ogle-McInerny Mayor of Vancouver
	Garrison Flag Raising
	Troops Dismissed to Activity Areas
9:30 AM – 12:30 PM	1st Activity Session
12:30 – 1:00 PM	Lunch in Activity Areas (Scouts should rotate to next area)
1:00 – 4:00 PM	2nd Activity Session
4:00 PM	Activities End / Return to Camp
	Dinner and Cooking Competition Preparation
4:00 – 6:00 PM	Marshall House Tours
6:00 – 6:15 PM	Oregon Trail Chef Competition Entries Due (Band Stand)
6:15 – 6:45 PM	Oregon Trail Chef Competition Judging
7:00 PM	Flag Ceremony
7:30 PM	Campfire
10:30 – 11:00 PM	Camporee Staff Meeting
11:00 PM	TAPS / Lights Out
SUNDAY – May 5th 2024	
7:00 AM	Reveille
	Troop / Patrol Breakfast
8:30 AM	Optional Scouts Own Service (Band Stand)
9:00 AM	Camp Flags
9:00 AM	Closing Ceremony / Awards (Band Stand)
9:30 AM	Troops Dismissed to Pack and Clean Up
9:30 AM	Closing Flags - Staff
10:00 AM	Gates Open for Equipment Loading
11:30 AM	Final Checkout
12:00 PM	Camporee Staff Meeting

CAMPSITE INSPECTION SCORESHEET

Troop:

Campsite General Appearance	Possible Points	Actual Points
Patrol sites clearly defined: tents for each patrol grouped together and neatly arranged. Patrol cooking and dining areas	1	
Patrol sites neat and orderly: areas between tents free of tripping hazards / existing hazards identified.	1	
Tents pitched properly: correctly set-up, trim, securely anchored. Ground cloths/tarps do not extend past tent body. Tent flaps uniformly open or closed (by patrol).	1	
Personal gear is stowed away: in tent or neatly in a tent vestibule.	1	
Duty roster and menus posted	1	
Dining fly(s) pitched and safely anchored: flags on guy lines	1	
Scout-assembly of dining fly (not pop-up)	1	
Section Total	7	

Health, Safety, and Sanitation	Possible Points	Actual Points
First Aid Kits readily available: visible and accessible	2	
Patrol gear stowed: in boxes or other containers	2	
Chemical fuels properly stored: stored away from sources of ignition and tents; hoses depressurized.	2	
Cooking and serving areas clean and organized: no litter, food spills cleaned up, etc.	2	
Dishes washed and put away: drying on racks, in air mesh bags, or put away properly (clean); food screen for gray water	2	
Garbage securely stored: area free of litter, trash bags hung and in use.	2	
Food properly stored: food protected from contamination, spoilage, animals, etc.	2	
Campfire (if present) is safely located: Fire located safe distance from tents; fire is attended or cold/ out; firepit is raised at least 24 inches; spark arrestor in use (not required for propane fires); fire suppression present.	2	
Section Total	16	

Scout Spirit	Possible Points	Actual Points
Evidence of Patrol Independence: Scouts operate independently from adult leaders; Scouts cook, eat, clean, sleep as a patrol	1	
Troop Flag Present and displayed	3	
American Flag present and displayed properly	3	
Section Total	7	
GRAND TOTAL	30	

Oregon Trail Chef Competition

Each troop may enter one team of two Scouts and one team of two Adults to compete in the Cast Iron Chef.

COOK-OFF PARTICIPATION RULES

Goal: Participate in a competition testing your Scout cooking skills with recipes that might have been made during the Ft. Vancouver era. and along the Oregon Trail (mid-1800's).

Scouts: Will submit a sampling of a meal that would have been made along the Oregon Trail. Be creative in your dishes, domesticated proteins may be substituted for wild game. Patrols are encouraged to combine this competition with their own dinner.

Adults: Will make Fry Bread and add ingredients and toppings of their own inspiration. Follow the basic recipe listed below, then get creative. You may use whatever ingredients and whatever recipe they would like for the Indian Fry Bread. No peanut oil will be allowed to protect those severely allergic to peanuts.

Never Fail Frybread (from powwows.com)

4 cups flour, 2 t. baking powder, 1 t. salt, Pack fast rising yeast, 1 teaspoon sugar, Cup powdered milk
Very warm water (hottest water you can still put your finger in)

Mix all dry ingredients, then pour in 1 cups very warm water. Stir until incorporated. At this point you'll know if you need to add more water or flour to make a good dough. It should be just slightly sticky.

Knead for a minute or two. Cover and let rise for about 1 hour. Roll in to shape and deep fry until golden brown.

Registration: Troops will need to inform camporee staff at the adult leader / SPL meeting Friday night if they will be participating.

Rules: Teams shall consist of two (2) members from the Troop. Each troop will bring their own Dutch ovens, cooking surfaces, charcoal, and cooking tools. Each entry must be accompanied by a list of ingredients for food allergies. After the judging is complete, the contestants are expected to pick up their Dutch oven and any other items brought to the judging area.

Judging (cooking and tasting):

The judges will be waiting at the band stand judging area to judge the results between 6:00 and 6:15 pm. **All entries must be submitted before 6:15pm to be eligible.**

Contestants will be judged on manner of cooking, cleanliness, preparedness, final food appearance, and taste. The judges will make the final decision that food has been cooked adequately. Judges will not taste undercooked, burned, or spoiled food. The judging panel may sample each dish. Individual marked sample cups or bowls will be provided. The decisions of the judges are FINAL.

Activities Map

