

SCOUTING AMERICA - CASCADE PACIFIC COUNCIL

2025 Around the World Camporee Adult Leader & SPL Guide



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Welcome, Registration & Arrival

Welcome to the Camporee Around the World. During this Camporee you will visit many countries from Around the World learning all about different cultures, cuisines and activities. Patrols will compete as a Touring Group working to fill their Passports from every country.

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. During registration Troops will select the "Country" they wish to represent. All countries will be limited to two (2) representing Troops. Sign-up early to ensure you can represent your favorite country. **Unfortunately, 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 be collected during registration and returned to the Troop at the end of Camporee.

Pre-Check-In

Tuesday, April 29th and Wednesday, April 30th will be opportunities for Troops to check in early. This early registration will occur at Burger King in Salmon Creek. This is a great opportunity and Units are highly encouraged to check-in early to make Friday's arrival as easy and smooth as possible. Units will need to provide their registration, medical forms, and final rosters. Units will be provided with parking instructions, 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 than 5pm, or they will be arriving after 9pm, please send a request to spiritlakecamporeescoutmaster@gmail.com **no later than Wednesday, April 20th.**

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 at the Big Shelter near Check-in. 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. Vehicle staging and check-in will be located at the entrance to Camp Lewis.

Due to limited parking space at Camp Lewis, Units are encouraged to carpool as much as possible. Some vehicles may be parked at the top of the hill. Plan your vehicle unloading prior to arrival at Camp Lewis. 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. 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. Early trailer arrival is encouraged and can be coordinated at check-in or by reaching out to [email]. This drop-off can as early as up to a week before camporee.

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 parking areas. Permits are obtained either at preregistration or at check-in. No vehicles will be parked anywhere except in parking areas designated for the Camporee.

The goal will be to have units park together so as not to block others not in your unit.

No parking will be allowed along NE 271st Circle, no exceptions. There will be very limited parking for persons with disabilities and permitted camporee staff.

Friday night parking/traffic will be one-way during check-in for the safety of scouts and drivers.

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

Camp Lewis does have water available on the property. Units are expected to bring appropriate containers to collect water from the centrally located water spigots.

"Pack it in pack it out!" Every patrol and troop must remove **ALL** their own trash, garbage, and camping supplies. Units are expected to dispose of their waste and gray water using the Scouting procedures outlined in Leave No Trace principles and in the Scout books.

There are kybos located throughout the site for scout and scouter use.

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 representing their chosen host country, however, there will be no gateway competition this year. PLEASE, DIG NO HOLES. Patrols should have Patrol flags posted in their patrol area and do not need to bring them to stations.

Campsite 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 obstacle course, gagaball pit and OA building outside of program time.
- 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 8 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

- Remember to use the “Buddy system” at all times following current Scouting America guidelines and Guide to Safe Scouting.
- 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.
- 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 PreCamp 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. All questions should be answered at that time, but you can forward any questions not answered to the camporee committee at spiritlakecamporeescoutmaster@gmail.com.

SPL and Leader InCamp 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

Troops will need to carry their gear to their trailers and or vehicles at the parking lot. The goal will be to minimize vehicle and pedestrian traffic during this time. If units have parents picking up their scouts they will need to stay at the top of the hill. Please coordinate carpools and such to help ensure scouts have a ride out of camp.

As units will be expected to park as a unit we will not be able to accommodate units not leaving as a group. Please coordinate your departure with your members to not cause disruption during this time.

Sunday traffic will be one-way during check-out/dismissal for the safety of scouts and drivers.

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 checkout ticket and Camporee evaluation sheets. The SPL and Troop Leader then completes the evaluation sheets and then takes the checkout ticket and completed evaluation sheets 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

Access to Camporee will be strictly limited, Troops should notify Camporee HQ regarding any visitors for your troop before their arrival. 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 Scouting America 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, Campfire will be at Campfire Bowl and seating is limited - bring a chair and dress for warmth, with rain gear handy!

Saturday's Rotations for Events and Activities

Patrols can choose which areas (Countries) they want to visit during their Around the World trip, except for shooting sports. All other activities are available throughout the open program time.

Shooting Sports will have designated time slots for each Unit. Patrols are not required to participate but must arrive on time for their safety briefing in order to participate in Shooting Sports+. Late arrivals may forfeit their shooting time, and shooting will not be allowed outside of scheduled slots to ensure all scouts have a chance to participate.

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, lunch, 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) 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.

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

Activity Scoring, Points & Awards

All activities will be scored for Patrol Method and Patrol Participation. This is a subjective score with how well the patrol is following the patrol method.

On a Scale of 1 to 25, estimate how well the patrol performed using the Patrol Method and if the entire patrol was participating.

1 = What's a Patrol?

25 = Patrol Leader led the entire patrol to quick success

Activities

Knots (100 pts.) [Thailand]: Thailand's traditional fishing nets often use complex knots in their construction, similar to those taught in scouting. Using the knots from Tenderfoot, Second Class and First Class requirements complete a Knot Tying relay with your patrol as quickly as possible.

Scouts will tie knots in a relay and are asked to tie a square knot, bowline, two half-hitch, clove hitch, taut-line hitch, timber hitch, or sheet bend knot.

Scoring: Timed based scoring (15-25 points if all knots completed), Knot completion scoring (greater scoring if no pass or referring to book when tying knot) up to 50 points.

Tug-O-War (25 pts.) [Ireland]: In Ireland, scouts often engage in a thrilling tug-of-war activity, where teams compete to see who can pull the other across a line, promoting teamwork and strength. This traditional game mirrors the Irish spirit of community and cooperation, as scouts work together to achieve a common goal.

Bucksaw (25 pts.) [Canada]: In Canada, scouts take part in a bucksaw log cutting activity, where they work together to saw through logs using a traditional hand saw. This activity not only teaches teamwork and practical skills but also connects scouts to Canada's rich outdoor heritage, where logging and woodworking have played an important role in the country's history.

Skit Tryouts (25 pts) [United Kingdom]: In the United Kingdom, scouts often participate in lively skits and sing-along sessions, where they perform humorous sketches and classic campfire songs. These activities encourage creativity, teamwork, and confidence while fostering a sense of fun and camaraderie among scouts. Rooted in the UK's rich scouting tradition, these performances help scouts connect with one another and celebrate the joyful spirit of scouting in a uniquely British way

Cooking (100 pts) [France]: In France, scouts prepare traditional dishes over an open fire or camp stove, embracing the country's culinary heritage. For this activity, scouts will cook Grilled Cheese Sandwiches, and can bring extra materials to enhance their cooking.

Scoring: Sandwich Flip up to 20 points, Fully Cooked/Edible 20 Points, Cooking Quality (evenly and fully cooked) up to 20 points, Taste Quality: 5 points, Patrol Member eats Sandwich 10 Points.

Fire Building (100 pts) [Australia]: In Australia, scouts take part in fire-building activities where they learn essential skills for safely starting and maintaining a campfire, a crucial part of outdoor survival. This activity connects scouts with Australia's rugged wilderness, teaching them respect for the environment while enjoying the warmth and camaraderie of a campfire under the stars.

Patrols will build a fire that will burn three strings at various heights as quickly as possible. The fuel (wood) must not touch the strings. The scouts will earn points based on the method of ignition, the number of strings broken/burned, and the speed at which the strings are burned. Timing begins when the patrol first attempts to ignite the tinder/firestarter. A Scout is Prepared. They can use whatever ignition means they bring. In addition, they will be provided with one firestarter and 3 matches.

Scoring: Fire Ignition Method up to 15 points (Flint/Steel, Matches/Lighters, Provided Ignition source), Time based scoring (up to 35 points), Lines burned scoring (up to 25 points). Timing will be submitted for fastest patrol time to burn through all three lines.

First Aid (100 pts) [Spain]: In Spain, scouts engage in first aid activities where they learn to assess and respond to emergencies, practicing techniques like bandaging and treating wounds. This activity fosters a sense of responsibility and preparedness, ensuring scouts are ready to assist others while enjoying Spain's beautiful outdoor landscapes.

Scoring: Subjective based on Troop Running activity (up to 75 points)

Monkey Bridge (25 pts) [India]: In India, scouts challenge themselves by walking across a monkey bridge, a thrilling activity that tests their balance and courage while using ropes to navigate across a makeshift bridge. This activity mirrors the unique rope bridges found in remote regions of India, such as those in the northeastern states, where local communities have long used these bridges to cross rivers and rugged terrains.

Flag Etiquette (25 pts) [United States of America]: In the United States, scouts practice flag etiquette by learning the proper ways to raise, lower, and fold the American flag, following the country's laws and customs that honor its symbol. This activity instills respect for the flag, teaching scouts the significance of displaying it correctly and the traditions associated with it, including the guidelines set forth by the U.S. Flag Code.

Lashings (100 pts) [Egypt]: In Egypt, scouts use lashings in activities where they learn to build structures like shelters or bridges, tying ropes in secure knots to hold wooden poles together. This practice connects to Egypt's rich history of engineering marvels, such as the construction of the pyramids, where precise techniques and teamwork were essential to create lasting, awe-inspiring structures.

Scouts must build a device to transport another scout safely through an obstacle course as quickly and safely as possible. They must use at least 3 separate lashings and two different types of lashings.

Scoring: Additional Patrol Participation Points (up to 10), Lashing Construction (up to 15 points), Construction Creativity (up to 10 points), Time based scoring (up to 40 points). Timing will be submitted for fastest patrol time to safely complete the obstacle course.

Canoe Portage (100 pts) [Norway]: In Norway, scouts engage in canoe portaging, where they transport their canoes overland between bodies of water, navigating the country's stunning fjords and rugged landscapes. This activity takes advantage of Norway's vast network of lakes, rivers, and coastal routes, providing scouts with a unique opportunity to explore the country's natural beauty while learning valuable outdoor skills.

Scoring: 4 Points per correctly identified part of a Canoe, including the paddle. Up to 35 points for successful canoe portage based on time. Timing will be submitted for fastest patrol time.

Compass/Orienteering (100 pts) [Italy]: In Italy, scouts use compasses and practice orienteering, navigating through diverse terrains while honing their skills in map reading and direction. This activity connects to Italy's rich history of exploration, drawing inspiration from legendary figures like Marco Polo, who relied on navigation and exploration techniques during his travels along the Silk Road.

Scoring: Subjective based on Troop Running activity (up to 75 points)

Gaga Ball (25 pts.) [Germany]: In Germany, scouts play gaga ball, a fast-paced game where players try to avoid being hit by a ball while aiming to eliminate others. This activity fosters teamwork and strategic thinking, drawing on Germany's historical emphasis on discipline, unity, and outdoor activities, which have long been integral to its culture, especially in the context of post-war reconstruction and fostering community spirit.

Paint/Chalkball (Fun pts.) [Mexico]: In Mexico, scouts take part in shooting paint/chalkballs in a fun, action-packed activity that promotes strategy, and agility. This connects to Mexico's rich history, echoing the tactical strategies seen during events like the Battle of Puebla at the famous Cinco de Mayo celebration, where resourcefulness and unity played crucial roles in overcoming adversity.

Tomahawks (Fun pts.) [Sweden]: In Sweden, scouts participate in throwing tomahawks as part of an outdoor activity that tests precision, focus, and control. This activity connects to Sweden's historical ties to craftsmanship and weaponry, drawing parallels to the Viking Age, where legendary warriors used throwing axes during battles such as the Battle of Stiklestad, highlighting the country's legacy of skilled craftsmanship and martial traditions.

Slingshot (Fun pts.) [Poland]: In Poland, scouts enjoy shooting slingshots as part of an outdoor activity that sharpens accuracy and hand-eye coordination. This activity connects to Poland's history, recalling the resourcefulness of Polish partisans during World War II, who often used simple, improvised weapons like slingshots to resist occupation, echoing the spirit of resilience seen in the Warsaw Uprising and throughout Poland's tumultuous past.

Archery (Fun pts.) [Japan]: In Japan, scouts engage in archery as part of their outdoor activities, where they practice precision and focus by shooting arrows at a target. This activity connects to Japan's rich history with archery, notably the ancient practice of Kyudo (Japanese archery), which has been an integral part of the culture since the Samurai period and is still celebrated today, especially at historic sites like the Meiji Shrine in Tokyo.

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	2	
American Flag present and displayed properly	2	
Camporee Host Country represented in campsite	2	
Section Total	7	
GRAND TOTAL	30	

Around the World Chef Competition

Every Scout Patrol and no more than one Adult team per troop may enter a dish to compete in the Around the World Chef Competition

COOK-OFF PARTICIPATION RULES

Goal: Participate in a competition testing your Scout cooking skills with recipes from your Troops Camporee Host Country.

Submission: A dish inspired by the Camporee Host Country will be submitted, showcasing creativity and authenticity in cooking methods and flavors. Patrols are encouraged to incorporate this competition into their dinner preparation.

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

Rules:

- Teams shall consist of members from a patrol or two (2) adult members from a Troop.
- Troops can have any number of Youth Patrol teams, and one Adult team
- 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.
- Each entry should be a dish representing or originating from their Camporee Host Country
- After the judging is complete, the contestants are expected to pick up their Dutch oven and any other items brought to the judging area.
- Youth Scout Patrol entries and Adult entries will be judged separately

Judging (cooking and tasting):

The judges will be waiting at the Small Cook Shelter near Hudson Meadow 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, authenticity 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.