

**Introduction:**

In the Spirit of Cooking Shows everywhere, we bring your Patrol the opportunity to compete to call yourselves the top Scout chefs of the Pathway to Adventure Council! But be prepared, for there are others who are willing to take the challenge and prevent you from attaining this top honor. Many have tried and few have succeeded in taking home the top prize! Do you have what it takes? Can you stand the heat of the kitchen? If so, then this competition is for you. Succeed and you will join the few who have won the Golden Dutch Oven travelling trophy. Demonstrate that your teamwork skills are advanced beyond measure and you can win the Golden Lid teamwork trophy.

**This competition is also a service project:**

As all Scouts are Helpful and Friendly, we ask that all patrols bring 1 to 2 items per Scout as donation to be used in the competition (remaining items will be donated to a local food pantry in the names of the Troops attending).

**Competitions:**

Breakfast - Let’s Make a Deal

Station 1: Iron Chef Competition

Station 2: High Adventure Chopped

Station 3: Beat Your Scoutmaster

Station 4: Wilderness Survival Cooking Challenge

Station 5: Grocery Games

Final Competition: Cut-Throat Cookoff

Patrols of 3-5 Scouts will compete to earn points that can be used to “buy” sabotages for the Final Competition: Cut-Throat Cookoff. (see \* below)

**What All Patrols need to bring:**

1. Patrol Box
2. Mess kits
3. Fire starting materials (matches/lighters are acceptable but will result in a point deduction if used on Station 4)
4. Scout Book
5. 4L Water (min 1 L per Scout)
6. First Aid Kit
7. Blanket / Tarp
8. Staves
9. 5 qt aluminum pot (or like)
10. Serving Spoons and Ladle
11. Spice Kit
12. Dutch Oven
13. Bag of Charcoal for Final Competition
14. Food Donations for competition/food pantry
15. Backpack/daypack for carrying items (except charcoal and Patrol Box)

**How to prepare:**

As all competitions are Scout based, it is suggested that Scouts be knowledgeable in the following Scout skills:

* + Knots/lashings
  + First aid
  + Orienteering
  + Fire Starting
  + Cooking Merit Badge requirements

Run a food drive to collect items to contribute or require all Scouts attending to contribute items. Food contributed should be boxed or canned and meet the requirements of for food pantry donation.

* *All sabotages in the Cut-Throat Cookoff will be based on Scout Skills, Food Substitutions, or Problem Solving techniques. Completion of sabotage will be required prior to continuing with your preparation or cooking.*

**Competition Summary Information:**

*Breakfast - Let’s Make a Deal*

All Patrols will be able to enjoy their breakfast (or not) by playing “Let’s Make a Deal”.

Breakfast will essentially be a high adventure type breakfast. By answering questions on Cooking skills (from Scout book and Cooking Merit Badge), Patrols will be able to obtain various foods for Breakfast.

*Station 1: Iron Chef Competition*

Patrols will compete against each other to create the best Mac and Cheese from components in the “Pantry” area. All teams are allowed to view pantry items prior to competition starting.

Head to head Scout skill stations will allow for the obtaining of additional components from the pantry area. 1st team to complete skill gets 1st pick of additional food choice.

All Judgement of the best dish will be based on points for creativity, flavor and complete use of ingredients to improve the dish (ie. Ingredient makes a difference in flavor/texture, etc. as opposed to “hidden” or “masked” by other ingredients.)

*Station 2: High Adventure Chopped*

Patrols will open their backpacks to an array of various foodstuffs. They will then have to cook their meal with three additional ingredients to be revealed once they reach their cooking destination. All three additional ingredients must be used in conjunction with the meal.

**Hint:** In addition, it is expected that the patrol cleverly utilizes their spice “kit to create their culinary masterpiece. A minimum of 1 spice must be used to meet the requirements for this Chopped Challenge.

*Station 3: Beat Your Scoutmaster*

Patrols will be working to complete a set of Scout skills in order to gather components to create the best hot sandwich in a cast iron pan.

A list of Scout skills will be provided that requires completion. The first patrol to complete will get first pick of ingredients for their sandwiches. **Warning:** Patrols hoarding multiple items will be considered violating the Scout Law of “Thrifty” and have points deducted.

*Station 4: Wilderness Survival Cooking Challenge*

Each Patrol must build and start a fire. Then using their 5 qt pot, cook a creative meal that will appeal to all using the provided ingredients.

*Station 5: Grocery Games*

Patrols will be asked food specific questions that will enable them to shop in the pantry to enhance their base dish. Answer all questions correctly and you can satisfy anyone’s hunger. Miss questions and the chance for success lies in your Patrol’s culinary capability.

*Final Competition: Cut-Throat Cookoff*

Each Troop will bring their Patrol Box and Charcoal to the final competition location. Patrols should be equipped with the necessary utensils and food in order to prepare each course (this year there will be an exception on the main course where we will specify what the main course will be and all food will be obtained from the “pantry”.

1. Each course shall be prepared in a Dutch Oven (Liners acceptable)
2. Food may not be prepared ahead of time (ie. Meat may not be pre-cut (ground meat is an exception), dry ingredients may not be pre-mixed)
3. Each Patrol should use their patrol box (if they so choose).
4. Recipes shall be chosen by the Patrol ahead of time.

Each Patrol will prepare three courses within the contest. Each Course will have 45 min preparation time from start to plating. No patrol will be eliminated; the winner will be decided by the Patrol who has the most points at the end of the contest.

1. Course 1 – Soup/chili or like
   1. Patrols are responsible for preparing any type of soup/chili or like dish of their choice. They should bring a recipe for what they are preparing.
   2. Each Patrol must bring their own ingredients for the preparation of this dish. No sabotages on ingredients will occur during this course, but they may receive sabotages on time or equipment.
2. Course 2 - Main course – (additional 2 min “shopping” time in pantry)
   1. Patrols will assign two Scouts per Patrol to shop in the pantry for items that they will need to prepare the dish.
   2. Sabotages on this course may include substitution of various ingredients, so Patrols must be prepared to alter their recipe.
3. Course 3 – Dessert
   1. Patrols are again responsible for preparing any type of dessert that they wish and they should bring a recipe for the dessert they choose.
   2. Each Patrol must bring their own ingredients for the preparation of the dessert. No sabotages on ingredients will occur during this course, but they may receive sabotages on time or equipment.
   3. Sabotages on this course may include substitution of various ingredients, so Patrols must be prepared to alter their recipe.

Tentative agenda:

Friday Night

* + 6:30 – 8:00 Check in
  + 8:00 – 9:00 Cracker Barrel Pot Luck – All Patrols + Adult Patrols
  + 9:00 – 9:30 PLC/Safety Review – All Scouts
  + 11:00 Lights Out

Saturday

* + 7:00 – 7:15 Flags
  + 7:30 – 9:30 Announcements / Breakfast Competition –

“Let’s Make a Deal?”

* + 9:30 – 11:30 Stations (2)
  + 11:30 – 1:00 Lunch
  + 12:00 – 3:00 Stations (3)
  + 3:00 – 3:30 Prep for Iron Chef Competition
  + 3:30 – 6:00 Cutthroat Cookoff
    - Soup
    - Main Course
    - Dessert
  + 6:00 – 7:00 Clean-up
  + 7:00 – 8:00 Recap / Awards
    - Top Prize overall – Golden Dutch Oven
    - Best Teamwork – Golden Lid
    - Ribbons for Top 2 Patrols in Scout Spirit
    - Ribbons for Top 2 in Creativity
  + 8:00 – 10:00 Firebowl/socialize
  + 11:00 Lights Out

Sunday

* + 7:45 – 8:00 Scouts Own
  + 8:00 – 8:15 Closing Flags
  + 8:15 – 9:00 Breakfast