

District Camping Competitions

Does your District run a District competition camp? Many Districts do - for many reasons, e.g. a chance to test your Scouting skills; an opportunity to meet and fraternise with other Scouts in the District; to have a bit of fun; gain in confidence if you are new at Scouting, and lots more. Moira District in Shepparton, Victoria, holds an annual camping competition at their local District campsite. Each year they give a theme, which seems to add to the fun of it. Instead of just plain old camping they add in a number of round robin activities for each Patrol. Each of the stunts feature a skill that the Scouts have learnt at Troop night or other weekends like mapping, first aid etc, and could include some straight fun activities.

Below is a report of one such camp where the activities were based around the theme of gold mining.

Most of the activities were of 20 minutes duration and were assessed, and another was a spare time activity which they could do as they wished. Costs and gear should be kept to a minimum to make the stunts available to all Patrols.

The activities included: Miner's Hornpipe (entertainment), Pot of Gold (cooking), Bendigo Boom (construction), Stake the Claim (mapping), Poppet Head (initiative and plain fun - this was the spare time activity), and Trapped Miner (first aid). The details of each activity are as follows:

Stake the claim

Using your compasses and five tent pegs, stake out an area, which can be seen from a given landmark. The area must be at least 15 paces square

Take a compass bearing from:

Landmark to peg 1 degrees paces

From peg 1 to peg 2 degrees paces

From peg 2 to peg 3 degrees paces

From peg 3 to peg 4 degrees paces

From peg 4 to peg 5 degrees paces

From peg 5 to peg 6 degrees paces

Back bearing from peg 1 to landmark degrees

Gear required:

5 tent pegs, mallet and compass



Poppet Head

(spare time activity)

Using the cardboard as a base, drinking straws and pins, make a model of a mine poppet head, such as the part of the "Central Deborah" mine in Bendigo that you can see above the ground.

Gear required:

Old cardboard boxes, drinking straws - 1 packet per Patrol, packet of pins

Bendigo Boom

Using the poles, ropes, pegs and bucket provided, manufacture a boom with which you can fetch a pail of water from the river.

Gear required:

Poles, ropes, pegs, bucket and mallet



Miner's Hornpipe

There is a picnic for the miners' children this afternoon and you are to help entertain them. Points to be awarded for Patrol leadership, Patrol participation, originality and execution of skit, song or other choice of entertainment of Patrol.

Gear required:

Nil



Pot of Cold

As miners you must be able to fend for yourself, and that includes preparing food.

Method:

1. Take the rind off one lemon with the fine grater.
2. Squeeze the juice from both lemons and sieve it.
3. Break the eggs into the bowl and beat with eggbeater.
4. Put beaten eggs, 1-cup sugar, lemon juice, lemon rind and two ounces of butter into saucepan.

5. Stir with wooden spoon over low heat until thick. Do not boil.

6 Pour into jar while hot.

7 Wash up all equipment, dry it and put it away. Dispose of all rubbish and wipe down cooking area and stove.

Gear required:

Plate, knife, grater, lemon squeezer, bowl, saucepan, egg beater, scales, sieve, cup, wooden spoon, gas stove and bottle. Two lemons, three eggs, one cup of sugar, two ounces of butter.



Trapped Miner

A miner has been trapped under a fallen beam and has to be saved. Every balloon broken represents a broken bone.

Note:

Using overalls and balloons make a body as the patient. Gear required: Pair of overalls and a packet of balloons.

See how you go with these stunt ideas, and then develop your own ideas for your own theme. What about sending in a few more ideas and themes for stunts that you have tried so we can share throughout the country. The main thing is to have fun and at the same time put the Scouts' skills to a bit of a test. Have fun.

