

# Bay Area Council - Boy Scouts of America

## 2024 CAMP-O-REE



### Welcome to the Bay Area Council 2024 Camp-O-Ree – The Zombie Apocalypse!

The Patrol Method is king at the Camp-O-Ree. We expect that veteran patrols will stand on their own, making their own decisions and being responsible for themselves. This means that adult leaders are there for supervision and oversight, not for leadership, as that should come from the Scouts themselves.

Your new Scout patrols (first year Scouts) will not compete against veteran patrols. Instead, they will compete only against other new Scout patrols. It is your decision how much help to give your new Scout patrols, but make sure that you give them enough so that they will have a good time.

If your adults want to compete, please limit it to setting up an adult campsite that sets a good example for your Scouts. Additionally, you can work with your Scouts on a campsite gateway. Adults are also welcome to enter the adult cooking competition.

When you arrive with your troop, park your vehicles, and check-in with the Camp-O-Ree staff for your campsite assignment. Please report to the Leader's Lodge with your Senior Patrol Leader. Scouts can begin unloading and setting up their campsites. Ensure that you bring troop/patrol rosters, medical forms, and registration fees (if not already paid). Following check-in, you will rejoin your troop to set up camp.

Saturday will be primarily focused on the patrol competitions, including the skills trail, which will run from 9:00 a.m. to 12:00 noon and 1:30 p.m. to 4:00 p.m. Each troop attending Camp-O-Ree is asked to sponsor one activity/skills station for the patrol competitions. During this time, the Camp-O-Ree staff will also be conducting campsite inspections. The Saturday evening program begins at 5:00 p.m. with the patrol cooking contests and the adult cooking contests (see the attached Program Schedule).

Please encourage all your Scouts to participate in as many activities as possible. The more activities they do, the more points they can earn. Some patrols have historically tended to congregate at the Shooting Sports stations, at the expense of completing the activity/skills stations, so we will assign specific time slots this competition. Shooting Sports will be an individual competition (as opposed to a patrol competition), but the patrols must remain together in the shooting sports area until all members are finished.

The Camp-O-Ree will also be a great tool for you to help keep your Scouts' skills sharp so they will BE PREPARED for anything.

Yours in Scouting,

Rob Heifner  
2024 Camp-O-Ree Director

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## PROGRAM SCHEDULE

TIME	EVENT	ATTENDEES	LOCATION	NOTES
<b>THURSDAY – FEBRUARY 29</b>				
1:00 PM to 4:00 PM	Early Troop Trailer Dropoff	Troops	Parking Lot	Contact Camp Ranger for specific time slot.
TIME	EVENT	ATTENDEES	LOCATION	NOTES
<b>FRIDAY – March 1</b>				
4:00 PM	Troops may arrive for early campsite setup	Troops	Leaders' Lodge	
6:00 PM	Check-In	SM & SPL	Leaders' Lodge	
9:00 PM	Leaders' Meeting	SM & SPL	HEC	
9:30 PM	Cracker Barrel	Adult Leaders	HEC	
10:00 PM	Taps	All	Campsites	
<b>SATURDAY – March 2</b>				
6:00 AM	Cooks Up	Cooks	Campsites	
6:30 AM	Reveille Late Check-In	All Late Troops (SM & SPL)	Campsites Leaders' Lodge	
7:00 AM	Breakfast	All	Campsites	
7:30 AM	Camp Improvement	All	Campsites	
8:00 AM	Opening Flag Ceremony Welcome & Plan for Day	All All	HEC HEC	Troop/Patrol uniform of the day Release Station Masters early
9:00 AM	Skills Competition Trail Campsite / Gateway Inspections	Patrols Staff	Various Campsites	
12:00 PM	Lunch	All	Campsites	Gaga Pit OPEN
1:30 PM	Skills Competition Trail (cont.) Campsite / Gateway Inspections (cont.)	Patrols Staff	Various Campsites	Gaga Pit CLOSED
1:30 PM	Recipe Cards Turned in for Cooking Competition	Patrols / Adults	HEC	
4:00 PM	Skills Competition Completed	All	Various	Gaga Pit OPEN
5:00 PM	Prepare Dinner Patrol and Adult Leader Cooking Competition	Patrols Patrols / Adults	Campsites HEC	Camp Breakdown may start
6:00 PM	Dinner	All	Campsites	
8:30 PM	Council Fire Program	All	Campfire Circle	Class A Uniform
9:00 PM	Troop Cracker Barrel	Troops	Campsites	
9:30 PM	Scoring Meeting Sunday Worship Service Planning	Adult Troop Reps Chaplain's Aides	HEC Behind HEC	
10:00 PM	Taps	All	Campsites	
<b>SUNDAY – March 3</b>				
6:00 AM	Cooks Up	Cooks	Campsites	
6:30 AM	Reveille	All	Campsites	
7:00 AM	Breakfast	All	Campsites	
8:00 AM	Break Camp	All	Campsites	
9:00 AM	Sunday Worship Service	All	Campfire Circle	Class A Uniform
9:30 AM	Awards Ceremony	All	Campfire Circle	Class A Uniform
CLOSING	Flag Ceremony	All	Campfire Circle	

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## CAMP-O-REE SCHEDULE OVERVIEW & PROGRAM INSTRUCTIONS

The planning committee has developed a schedule of events that we think will be both exciting and challenging for all the Scouts who participate. To ensure we continue to provide the best possible experience for both you and your troops/patrols, please be on the lookout for items that you feel were executed well, need improvement, or need to be considered for future events. These comments and suggestions are welcome before, during and after the Camp-O-Ree has concluded, so please find the staff to pass along your comments. The information from you and your Scouts will be invaluable in improving the program for the next Camp-O-Ree. We are working hard to make the annual Camp-O-Ree an exciting and fun tradition that you and your Scouts will look forward to each year.

The program starts Friday evening with check in from 6 p.m. to 9 p.m. **You will need to provide:**

- **Three copies of your troop roster**
- **Your troop medical book**
- **Your registration fees, unless previously paid.**

### FRIDAY

**6 – 9 p.m.** - Upon arriving, check in at the Leaders' Lodge with your Senior Patrol Leader. As soon as you know which campsite you are assigned, you will unload and bring your gear to your campsite to set up.

**9 p.m.** - At **9 p.m.**, **there will be a leaders' meeting at the HEC.** The Senior Patrol Leader and the Scoutmaster are required to attend for the latest information and plan of action. After the leaders' meeting, the Camp-O-Ree staff will provide an informal Cracker Barrel for the adult leaders. By 10 p.m., all patrol leaders should make sure that all their patrol members are in their tents getting rest for the intense activities held the next day.

### SATURDAY

**6 a.m.** - Saturday morning, the cooks should be up at 6 a.m. so they can take care of their personal hygiene before the other Scouts arise and then prepare breakfast as the patrols are attending to their personal hygiene. Patrols are responsible for supplying their own food and menus. Make sure that all meals are wholesome so that your Scouts do not run out of energy.

After breakfast, your troop will have some time to finish your camp site and troop gateway for campsite inspections. Please be on time for the **opening flag ceremony at 8 a.m.**

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**9 a.m.** - Each troop has been asked to run a skills competition station which will be manned by adult leaders from your Troop. The **skills competition trail will begin at 9 a.m.** Each of your patrols will be assigned a specific starting point at a numbered skills station located along Scout Loop Road and Range Road. At each station, each Patrol may earn up to 100 points. After their first station, each patrol may select any other station to go to next. We would encourage patrols to be wise about how they spend their time. If there is a long waiting line, move on and come back to that station later. During this time, Camp-O-Ree staff will inspect the troop and patrol camp sites.

**Noon** - Lunch break will start at Noon. Your patrols will have 1 ½ hours to make their way back to camp, prepare lunch, eat and clean up, and **return to the skills trail by 1:30 p.m.**

**4 p.m.** - At **4 p.m., the skills competition trail will end**, and patrols will return to their campsite to prepare for the cooking contest which will start at 5 p.m. The intent of the cooking competition is that the Patrol will submit a serving of their dinner and not to prepare something separate just for the competition. **Please bring your cooking contest submission to the HEC Center by 7 p.m. No submissions will be accepted after 7 p.m.** All Scouts not involved in dinner preparation may start taking down nonessential parts of the camp site, such as the gateway.

**8:30 p.m.** - At **8:30 p.m., we will have a Council Fire Program.** The skills competition trail will have a Council Fire skit audition station and the best performing patrols will be featured in our Council Fire Program. Encourage your patrols to be prepared with a song, cheer, short story, or skit before starting the skills competition trail. After the Council Fire, troops will return to their camp sites where they may have a light snack before turning in for the night.

**9:30 p.m.** - At **9:30 p.m., there will be a scoring meeting at the HEC.** Please send one and only one adult to review your unit's inspection sheets and bring any comments or suggestions you may have. There will also be a Sunday worship service planning meeting. Please send your Chaplain Aide to the HEC to get the details of our Sunday worship service.

**10 p.m.** - At 10 p.m., it is lights out and Patrol Leaders are responsible to ensure all camp is quiet.

### SUNDAY

**9 a.m.** - Sunday morning will follow the same routine as Saturday through breakfast. Scouts will begin final camp break down immediately after breakfast, then dress in **Class A uniforms for the 9 a.m. Sunday worship service.** We will hold a non-denominational service at the campfire circle. Please join us in support of that point of the Scout law that says, "A Scout is reverent."

**9 :30 a.m.** - At **9:30 a.m., we will hold the awards assembly at the campfire bowl** followed by the closing flag ceremony.

After our closing flag ceremony, troops may return to their camp sites to finish breaking camp if not already complete. After your campsite has been checked-off by a member of the Camp-O-Ree staff, you will be presented with your Camp-O-Ree patches, and you may depart Camp Karankawa. Have a safe trip home for a well-deserved rest! We hope to see you again next year.

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## Camp Rules

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All BSA National Rules and Regulations on Camps are followed at Bay Area Council Camps. The following are specific rules followed by the Bay Area Council but should not be construed as being all inclusive.

- Designated unit leaders, event directors, guests, and visitors must check in with the Camp Director or Camp Ranger upon arrival at camp. The Camp Karankawa sign in front of the Ranger's residence will indicate where and with whom to check in.
- The Scout Oath and Law, Explorer Code, and Outdoor Code are the laws of the camp.
- Each unit will be given a copy of these policies, upon arrival at camp.
- A registered adult Scouter, 21 years or older, must be in charge of each unit at all times. In addition, two-deep leadership will be strictly enforced. The whereabouts of the youth while at camp must always be known by the designated leadership.
- Events with coed participation must have both male and female adult leadership 21 years of age or older, at all times.
- The camp speed limit for all vehicles is 10 mph on paved and 10 mph on all dirt or unpaved roads.
- NO MOTORIZED VEHICLES are allowed in campsites for any reason. They will be parked in designated parking areas. A Unit's trailer must be parked in designated areas only.
- There are only four designated parking areas, three in the Scout BSA area and one in the Cub Scout area. Parking areas are for parking of vehicles and should not be used for camping. Vehicles should use the allotted space as efficiently as possible in order to protect the environment and ensure emergency access when needed. ALL OFF-ROAD PARKING IS PROHIBITED. Special designated overflow parking may be assigned by the Council for large District or Council events.
- Recreational vehicles and campers should be parked in parking lots only. Hook-ups for utilities are not available.
- No individual will be allowed to ride on the outside of a vehicle, in the bed of a pickup truck, or in a trailer.
- No more than the legally allowable number of passengers shall ride inside any vehicle at any time. COUNCIL AND DISTRICT EVENTS MAY BE GRANTED AN EXEMPTION UNDER NATIONAL POLICY (SECTION 10 "GUIDE TO SAFE SCOUTING"). Seat belts should always be worn in vehicles.
- PERSONAL firearms, ammunition, air rifles, pellet guns, bows & arrows, and slingshots are NOT allowed in camp at any time.
- Use of Rifle and Shotgun Ranges, Tower for Rappelling, Cub Frontier, Black Powder and all related equipment will be restricted to council and district Boy Scout, Varsity, and Explorer activities. Exceptions to this rule may be made by agreement of three of the following: COUNCIL PRESIDENT, COUNCIL COMMISSIONER COUNCIL PROGRAM VICE-PRESIDENT, and/or SCOUT EXECUTIVE (i.e. District Cub Frontier programs). These facilities will be used only under the direct supervision of qualified and certified personnel. In no instance will the requirement for appropriately trained supervision be waived.
- Dogs and other personal pets are prohibited. Exceptions will be made for Blind/Handicap Service Animals when accompanying their partner.
- No open flames, candles, stoves, gasoline or kerosene lanterns, or heaters are allowed in tents.
- Gasoline and/or propane lanterns and stoves must be operated in a safe manner under adult supervision.
- Fuel supplies will be stored separately and secured.
- Be careful with fires. Some camp sites are equipped with fire rings. Fires should only be built in rings when provided. No fires are to be left unattended day or night Provide shovel and fire bucket with sand, water or other fire protection equipment.
- Conserve water, turnoff faucets, and washstands and/or showers. Facilities are not to be used to wash dishes or laundry.
- Do not cut any live trees, shrubs, or underbrush. Exceptions to this rule are allowed under the following conditions: Ranger or Camp Director may approve the cutting of saplings and underbrush as long as cutting is done on a small scale in areas that are not visible from trails, program areas, or campsites. This cutting should be done to provide materials for program use such as teaching lashing, building of camp gadgets, etc. The preferred plant for cutting should be Yaupon (Ilex vomitoria).
- Do a conservation good turn while in camp. Consult with the Ranger or Camp Director for advance approval.
- Keep noise down between 10:00 p.m. and 6:00 a.m. Respect your neighbors.
- No alcoholic beverages or illegal drugs will be allowed in camp.
- The use of tobacco products inside any buildings or facilities at Camp Karankawa is strictly prohibited. The use of tobacco products in front of Scouts is prohibited under BSA National Policy.
- All persons stay on camp property. Do not trespass on adjacent property.
- All trash will be placed in the dumpster provided by the council. In cases where the dumpster is full, all trash will be removed from camp and taken home. At no time will trash be buried.
- Before leaving camp, designated unit or event leader will checkout with the Ranger/Caretaker or Camp Director.
- The possession or use of any fireworks on Camp Karankawa is forbidden.
- A telephone is provided at the Lodge. Posted are all the emergency numbers, as well as those for the Scout Executive and Council President. At no time will youth be allowed to use this phone without the supervision of an adult leader.
- The altering of existing facilities is strictly forbidden except with the specific approval of the Scout Executive or designee.
- The proper clean-up of all facilities must be done before leaving camp. Clean-up will be approved by Ranger/Camp Director.

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## TROOP ROSTER

Unit: \_\_\_\_\_

Scoutmaster: \_\_\_\_\_

SPL: \_\_\_\_\_

**NOTE: Each Unit Leader must complete this form and provide three (3) copies to the Camp-O-Ree Registration Officer on Friday evening March 1, 2024, upon arrival at Camp Karankawa.**

**Shooting Permission:** Please place a checkmark in each column for which the Scout has received parental permission to participate. (A) Shotgun, (B) Rifle and (C) Archery.

The Camp-O-Ree will use the patrol method. Scouts should be organized into patrols of approximately six to eight Scouts each. Indicate below the Patrol to which each Scout belongs. It is recommended that patrols have a patrol name, patrol yell, call or cheer and a patrol flag. These patrols may be different from your regular patrol structure.

**(A)** Shotgun, **(B)** Rifle and **(C)** Archery-Indication on list below

Youth Name	A	B	C	Patrol Name	Rank

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# TROOP ROSTER

Unit: \_\_\_\_\_

[illegible]

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## PATROL & TROOP SCORING

### Patrol Scores criteria:

1. Patrols will compete in the Scouts Skills Activity Stations. Patrol scoring will be based on (see Scout Skills Stations Competition scoring form):
  - a. Patrol enthusiasm
  - b. Patrol uniformity of appearance
  - c. Demonstration of the Patrol Method
  - d. Patrol Spirit
  - e. Scout Skill
2. The Scout Skill Station leaders will judge each patrol and assign a patrol score, with the top three patrols for that Skill Station being recognized at the Awards Ceremony. The top three patrols will also be recognized in the Patrol Flag, Patrol Campsite Inspection, and Patrol Cooking competitions.
3. Shooting Sports will be judged on an individual basis (no Patrol Score) and individual Scout medals will be awarded for 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place for each discipline; shotguns, archery and tomahawks.
4. The top three overall patrols will be calculated based on total scores of all the Skill Stations, Patrol Flag contest score and Patrol Campsite inspection scores. Shooting sports will not be included in overall patrol scores.

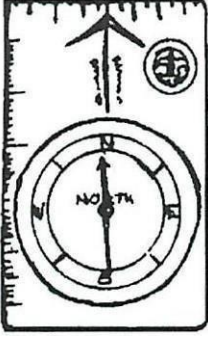
### Troop Scores criteria:

1. Top Troop scores will be a combination of the Troop's:
  - a. Troop Gateway score
  - b. Troop Campsite Inspection score
  - c. Troop's completeness and organization of the check-in requirements; completed Troop Rosters (3) and completed medical forms.
2. Top Troop awards will NOT include a compilation of any of the Troop's individual patrol scores.





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## SCOUT SKILL STATION COMPETITION

Skill Station/#: \_\_\_\_\_

Patrol Name: \_\_\_\_\_

Troop Number: \_\_\_\_\_

SCOUT SKILL STATION COMPETITION		Max. Score	Patrol Score
<b>ENTHUSIASM</b>			
1.	Patrol yell, call, or cheer	5	
2.	Respect & courtesy	5	
<b>UNIFORMITY</b>			
3.	Patrol exhibits uniformity in appearance Does NOT mean a "Uniform"	5	
<b>PATROL METHOD</b>			
4.	Patrol leader's leadership is evident	10	
5.	Every Scout participates	5	
6.	Group discussion	5	
<b>SCOUT SPIRIT</b>			
7.	Cheerfulness in accepting & doing work	5	
8.	No condemnation of one who fails at a skill	5	
9.	Helpful, positive offers of suggestions/reinforcements	5	
<b>SCOUT SKILL</b>			
10.	Scoring to be determined to suit the event. Demonstration of the skill is a crucial factor.	50	
<b>TOTAL SCORE</b>		<b>100</b>	

Judge's Name: \_\_\_\_\_

Comments: \_\_\_\_\_

\_\_\_\_\_

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## PATROL FLAG CONTEST

Patrol Flag criteria:

5. Your Patrol Flag must have your patrol symbol (logo) and/or name on it.
6. Your flag must have your troop (or unit) number on it.
7. Your flag must have at least one of the following identifications: Unit Sponsor (chartered partner), Scout District, Council, Neighborhood or State.
8. Creativity will be judged on artwork and practical design of the flag and pole.
9. Mobility: Is the flag easy to carry?
10. Your Patrol Story: Why did you pick this name? What is your patrol history? Why is your patrol unique? Who made your flag? etc.
11. Is the Camp-O-Ree theme attached or part of your flag?

Physical criteria: (Practical design)

3. Flags may be any shape but must not exceed 24 inches in height or 24 inches in width.
4. Flags must be attached to a pole between 5 feet and 7 feet in height.



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## PATROL FLAG SCORE SHEET

Troop Number \_\_\_\_\_

Patrol Name \_\_\_\_\_

Patrol Flag	Max. Score	Patrol Score
1. Patrol symbol (logo) and/or name	25	
2. Troop Number on flag	15	
One of the following on flag: Unit Sponsor, Scout 3. District, Council, Neighborhood, or State	10	
4. Creativity: Artwork, practical design of flag and pole	15	
5. Mobility: Is the flag easy to carry?	10	
Your Patrol Story: Why did you pick this name? etc. 6. Patrol enthusiasm	20	
7. Camp-O-Ree theme attached or on flag	5	
Total Score	100	

Comments: \_\_\_\_\_

Judge's Name: \_\_\_\_\_

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## PATROL CAMPSITE INSPECTION

Patrol Name: \_\_\_\_\_

Troop Number: \_\_\_\_\_

PATROL CAMPSITE INSPECTION		Max. Score	Patrol Score
1.	Patrol name is visible and evident for the campsite	25	
2.	Patrol duty roster & menus posted	25	
3.	Food preparation & dining areas are neat & clean	50	
4.	All food is properly stored	25	
5.	Cooking stove and/or fireplace is safe	75	
6.	Camp has adequate supply of drinking water	25	
7.	Fire buckets, 2 per tent & fireplace	50	
8.	Tents are arranged to the best advantage	25	
9.	Tents are pitched correctly	25	
10.	Check 1 tent interior for neatness & comfort –ground bed, protected by waterproof ground sheet	50	
11.	Original ground cover is not removed by raking or sweeping, except around the fire area	25	
12.	Camp gadgets: custom, homemade, lashed	50	
13.	Latrine & personal hygiene area is clean	50	
TOTAL SCORE		500	

Judge's Name: \_\_\_\_\_

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## Cooking Contest Rules

1. The cooking contest will be a competition among Patrols attending the Camp-O-Ree.
2. Contestants may participate in one or two categories (entrée, and/or dessert), one entry per category per patrol.
3. Only items prepared for the patrol's evening meal may be entered in the competition. No item shall be specially prepared only for entry into the competition.
4. Contestants must provide the judges with recipes of entries. Recipes should be printed plainly on 8"x11" paper. They should include all ingredients and complete instructions on how to prepare them. Recipes will be turned in to the Leaders' Lodge no later than 1:30 p.m. on Saturday. Each recipe will receive a card with a number on it. BRING this card with the entry that will be judged.
5. All ingredients must be cooked on a camp stove, Dutch oven, grill (i.e. Little Smokey grill or other grill), or open fire (subject to camp restrictions on ground fires).
6. Participating patrols are expected to provide their own camp stoves, Dutch ovens, grills, utensils, recipes, ingredients, charcoal, or other heat source.
7. Contestants will present their completed dish to judges at the HEC beginning at 5 p.m. – 7:00 p.m. on Saturday. Items to be judged will be brought to the judges' table on a serving plate. Only one item per category, per patrol will be judged.
8. The judges will judge the entry when it is presented at the table. The decision of the judges shall be final.
9. Use good fire safety practices.
10. 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.
11. Contestants will be judged on entry color/texture, aroma, recipe card included, flavor, and presentation.



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## COOKING COMPETITION

Patrol Name: \_\_\_\_\_

Troop Number: \_\_\_\_\_

**\*One entry per category per patrol\***

Nutrition		
Very Good	10	
Good	8	
Fair	5	
Poor	2	
Menu prepared by patrol. Balance and inclusion of food groups. Sufficient food. Attention to special dietary needs.		

Presentation		
Good	5	
Fair	3	
Poor	1	
Food looks appetizing. Garnishes, etc. Special themes or decorations. Bonus points possible.		

Food Preparation		
Very Good	10	
Good	8	
Fair	5	
Poor	2	
Food cooked thoroughly but not burnt. Food is served hot.		

Timeliness		
On Time	15	
1 minute late	-1	
For each 5 minutes late	-1	

Bonus Points		
Dutch Oven Meal	15	
Dutch Oven Baking	15	
Other Baking	15	
Backpack Stove Cooking	15	
Recipe Card Provided	15	
Bonus points for extra effort/creativity.		

Actual Score: \_\_\_\_\_

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## Troop Gateway Contest Rules

- 1) Safety is the first concern, safety during assembling and as utilized
- 2) Judging will be based on the following criteria
  - a) Scout skill to erect Gateway
  - b) Information (Troop number, hometown, etc.)
  - c) Design incorporates the Camp-O-Ree theme
  - d) Inclusion of flag(s); Troop, United States Flag, State Flag, etc.
  - e) Unique / outstanding design / materials
  - f) Size

**Troop Number:** \_\_\_\_\_

<b>TROOP GATEWAY INSPECTION</b>		<b>Max. Score</b>	<b>Patrol Score</b>
1.	Safety – during assembly / as utilized	<b>30</b>	
2.	Scout skill to erect Gateway	<b>25</b>	
3.	Information (Troop number, hometown, etc.)	<b>10</b>	
4.	Design incorporates the Camp-O-Ree theme	<b>10</b>	
5.	Inclusion of flag(s), troop, United States Flag, State Flag, etc.	<b>10</b>	
6.	Unique / outstanding design / materials	<b>10</b>	
7.	Size	<b>5</b>	
<b>TOTAL SCORE</b>		<b>100</b>	

**Judge's Name:** \_\_\_\_\_

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## TROOP CAMPSITE INSPECTION

Patrol Name: \_\_\_\_\_

Troop Number: \_\_\_\_\_

TROOP CAMPSITE INSPECTION		Max. Score	Troop Score
1.	Gateway	100	
2.	Correct display of flags	100	
3.	Troop first aid kit accessible	200	
4.	Troop bulletin board		
	a. Program Schedule	100	
	b. Camp Rules	100	
	c. Troop Roster (listing all members at Camp-O-Ree)	100	
5.	Adult leaders' campsite sets a good example for the Scouts. See Patrol Campsite sheet.	500	
6.	Troop equipment is adequate for scout camping	800	
Total Score		2000	

Judge's Name: \_\_\_\_\_