

April 26-28, 2019

Camp Jim Stephens Newnan, Georgia Dear Scoutmaster,

On behalf of the Coweta District and the Flint River Council, we cordially invite you to attend the 2019 Coweta District Spring Camporee to be held on the weekend of April 26-28, 2019, at historic Camp Jim Stephens just west of Newnan in Coweta County.

The theme for this year's Camporee is Wilderness Survival. Most of the activities and competitions will be centered on this theme, and all Scouts BSA youth will have the opportunity to earn the Wilderness Survival merit badge.

Wilderness Survival is one of the Scouting's best merit badges, and is one that every Scout can earn! Our 2019 Camporee will be RICH with opportunities to LEARN and COMPETE in several different events around the Wilderness Survival theme. More information on our program and competitions is enclosed in this leader's guide.

The Camporee also offers a unique opportunity for Arrow of Light (Webelos II) Cub Scouts to participate in a Boy Scout camping event. Troops are encouraged to invite AOL Cub Scouts in their area to the Camporee to camp with them, participate in the events and observe Scouts BSA troops in action. Cub Scouts will have the opportunity to participate in all events. Scouts unable to camp overnight are still encouraged to participate in Saturday's program.

We intend to offer a truly unique experience for all Scouts taking advantage of this Wilderness Survival program opportunity. Come enjoy the Camporee and be prepared for an unforgettable time. We look forward to seeing you at the 2019 Coweta District Spring Camporee!

Yours in Scouting,

Will Harper Will Harper, 2019 Camporee Chief

Frank Harper Frank Harper, 2019 Camporee Adviser

Overview:

Theme:	Wilderness Survival merit badge
Location:	Camp Jim Stephens
Dates:	April 26-28, 2019
Cost:	\$11.00 per youth; \$6.00 per adult

Events:

- 1. Golden Axe
- 2. Golden Spoon
- 3. Spirit Stick
- 4. Best Overall Unit (includes Golden Axe, Golden Spoon, Spirit Stick and events below):
 - a. Best Campsite Inspection
 - b. Best Skit or Song
 - c. Chariot Race
 - d. Egg Toss
 - e. Knot-Tying Relay
 - f. Tent Pitching

Contact Information:

Camporee Chief (youth):	Will Harper	678-877-1240	
Camporee Adviser:	Frank Harper	770-712-7771 (fourlittleharpers@yahoo.com)	
Event MB Counselor:	Barrett Thompson	678-610-3190 (BarrettThompson@comcast.net)	
OA Chapter Adviser:	Eric Stout	678-378-6387 (eric.stout@faa.gov)	
District Commissioner:	Robert Allen	678-923-6159 (<u>skyhighads@yahoo.com</u>)	
District Executive:	Mickey Goodwin	678-378-9483 (mickey.goodwin@scouting.org)	

- TENTATIVE PROGRAM SCHEDULE -

(Official schedule will be distributed at the camporee)

FRIDAY, APRIL 26, 2019

5:00-7:00 PM	CHECK-IN - Parking and campsite assignments will be distributed. Please follow directions for unloading gear and parking. Unit Leader must register at Camporee HQ Check-in location.
7:00 PM	FLAG LOWERING CEREMONY - CLASS A uniforms. Troops bring flags. Troop formations on either side of Parade Field.
8:00-8:30 PM	FALL CAMPOREE STAFF MEETING at HQ
8:30-9:00 PM	ACTIVITY VOLUNTEER MEETING at Camporee HQ -We need one adult volunteer per patrol to attend this meeting.
9:00-10:00 PM	SPL and SCOUTMASTER MEETING & Cracker Barrel at HQ
10:30 PM	TAPS - Fires and lights out. QUIET TIME until 6:30 AM

SATURDAY, APRIL 27, 2019

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REVEILLE. Prepare breakfast and clean-up at Troop Campsite
VOLUNTEERS report to HQ and prepare for events
OPENING CEREMONIES – CLASS A uniforms. Troops bring flags.
Troop formations on either side of Parade Field.
- Flag raising, prayer, welcome, announcements.
ACTIVITY PERIOD - CLASS B uniform
LUNCH at Troop Campsite
ACTIVITY PERIOD resumes - CLASS B 2017 uniform
GOLDEN AXE competition
ACTIVITY PERIOD ENDS
DINNER and FREE TIME at Troop Campsite.
COOKING CONTEST Judging at Camporee HQ
FLAG LOWERING CEREMONY - CLASS A uniforms. Troops bring flags.
Troop formations on either side of Parade Field.
CAMPFIRE and SKITS
TAPS - Fires and lights out. QUIET TIME until 6:30 AM

SUNDAY, APRIL 28, 2019

7:00 AM	REVEILLE. Prepare breakfast and clean-up at Troop Campsite
9:00 AM	FLAG RAISING CEMEMONY – CLASS A uniforms. Vespers
9:30 AM	AWARDS CEREMONY. Final announcements.
10:00 – 11AM	CHECK-OUT and DEPARTURES - Senior Patrol Leaders report to HQ
	prior to departure to pick up patches, etc.

Camporee Guidelines and Important Information

- A. **GUIDELINES**: The rules and guiding principles for the 2019 Spring Camporee shall be the Scout Oath and Scout Law. Safety guidelines shall meet or exceed those outlined in the BSA Guide to Safe Scouting.
- B. **REGISTRATION**: Register online at http://www.flintrivercouncil.org/. Submit the completed registration form and all fees no later than Cracker Barrel on Friday, April 26th. Make all checks payable to Flint River Council.
- C. **COSTS**: \$11 per scout and \$6 per adult. Due to planning requirements and the limited budget, there will be NO REFUNDS. You may transfer registration fees to another participant.
- D. **DRIVING DIRECTIONS**: Camp Jim Stevens is located at 611 Boy Scout Road, Newnan, Georgia 30263.
 - Highway 34 West (Bullsboro Drive) toward Newnan
 - Turn RIGHT onto Highway 34 Bypass (Farmer Industrial Blvd.)
 - Continue, crossing Highways 29, 70, and Alt 27/16
 - Turn RIGHT onto Highway 34 West (Franklin Hwy.) toward Franklin
 - Go 4.7 miles, and turn LEFT onto Pierce Chapel Road
 - Turn immediately LEFT onto Sanders Davis Road
 - Go about ½ mile, and turn RIGHT onto Boy Scout Road
 - Go 1.3 miles, Camp Jim Stephens is located on the right past a yellow house and creek
- C. MISC. CAMPOREE EVENT RULES: Please follow these additional event rules:
 - Absolutely no personal firearms, ammunition, archery equipment, fireworks, explosives, etc. may be brought to the Camporee.
 - No pets are allowed during this event.
 - No alcoholic beverages or illegal drugs are permitted.
 - No smoking in event or campsite areas. Adults are asked not to smoke in the presence of Scouts. Designated smoking area is located outside of the main gate to the Camporee site. Leave no trace and fire safety rules apply.
 - No Refunds

- D. **CHECK-IN PROCEDURES**: Check-in on Friday will be from 5:00 PM to 7:00 PM. For Saturday arrivals, please check the Camporee Program Schedule and, if possible, arrive before the program day starts. At check-in, each unit should be prepared to present the following:
 - 1. Final Unit Roster: Your Final Unit Roster will be used assigning Patrols for the event schedule.
 - Complete BSA Health and Medical Record Forms and proof of insurance for each person listed on the roster. Arrange the forms in alphabetical order (last name). Every participant (youth or adult) must have a medical record form on file in order to participate in the event.
 - 3. Registration Information and Fees Recorded. The registrar will have information on registrations and fees paid. If you are late to register, please bring your receipt/proof of payment, or a check (or cash) to cover fees.
- E. **CHECK-OUT PROCEDURES**: Follow the Outdoor Code in preparing your site for check-out. If you brought it to Camporee, you will need to haul it out...including trash. This is a remote site, so general trash collection service will not be provided by Camporee Staff. Prior to departure, your Unit Leader should go to the Camporee HQ Check-Out Area to pick up their program souvenir envelope containing patches. Please pick up this envelope before leaving. All units need to be checked out by 11AM on Sunday.

SATURDAY CHECK-OUT: For Troops requiring a check out on Saturday, these troops should specify their anticipated check-out time on their Final Unit Roster. Except for emergencies, no unit will be allowed to check-out after dark in the interest of the safety of all participants.

- F. **PARKING VEHICLES AND UNLOADING EQUIPMENT**: Please park vehicles at the edge of the tree line across the road from the parade field. Cars in the driveway area of the blockhouse will become blocked and should not expect to leave between 9AM 4:30PM or possibly later on Saturday. While each Troop may have one trailer in their campsite, no vehicles will be allowed to remain in the campsite after loading/unloading.
- G. **FIRST AID**: Emergency medical services will be provided during the Camporee from the Camporee HQ area (exact location TBD. Look for signs.). They are available for all major first aid needs. Each Unit should also have a good first aid kit in their campsite to handle any minor first aid occurrences.

- H. **CAMPSITES & WORK PARTY**: During Friday check-in, staff at the block house will direct units to a campsite area which should accommodate the unit's size. Troops which have a permanent home site should use them. Other campsite selection is on a first come, first serve for all other troops. Units interested in participating in the work party should report to Camp Jim Stephens on Saturday, April 13 at 8:00AM. Work will end at 12:00pm or until finished. Units must work a minimum of 2.5 hours to qualify for five (5) bonus points of extra credit on their campsite inspection.
- I. **ASSEMBLIES / VESPERS PROTOCOL**: When reporting to the parade field for events and vespers, please observe the following protocol
 - Muster units at the parade field promptly in a semi-circle formation around the flagpole.
 - Report to the parade field in formation, singing a unit song or patrol yell.
 - Display unit and patrol colors while in formation.
 - When roll call is taken, SPL or acting SPL of each unit respond accordingly. If you do not know proper protocol for answering "roll call," we will review at cracker barrel.
 - SM please encourage your Chaplain Aides to participate in the Vespers Service on Sunday. You will receive more information regarding Chaplain Aide participation before the Camporee or at the cracker barrel
- J. UNIFORMS OF THE DAY: Class A uniforms are required at the following events. If headgear is worn it must be scout related:
 - Flag raising and lowering assemblies (except Saturday Flag Raising, see below)
 - Saturday Campfire
 - Sunday Vespers service

Class B uniforms should be worn during all other Camporee events and Saturday Flag Raising ONLY.

- K. **COOKING & FIRES**: Any changes to the Fire Restrictions will be announced when checking-in.
 - 1. Wood fires in fire circles are allowed.
 - Units should plan to supply their own wood for campfires. Dead wood may be removed from the ground on the premises.
 - Make sure fire rings are of adequate size to completely contain your campsite fire.
 - Do not build a fire larger than what is reasonable needed for cooking at your campsite
 - 2. Safety:
 - When using stoves or fires, follow BSA procedures for supervision of young people.
 - Build campfires well away from tents, tarps or overhanging brush/trees.
 - Keep wood and other fuel sources away from fire.
 - Have a bucket filled with water or dirt, and a shovel in close proximity to your fire ring.
 - Never leave a fire unattended.
 - Thoroughly extinguish all fires.
- L. **WATER**: Potable water will be provided via a water truck located at the main campsite sufficient for consumption and cooking/cleaning to cover your entire stay. Bring your own containers to transport water.
- M. **TRASH**: This is a low impact event. Everything brought in must be packed out, including trash, garbage, etc. Do not put any of these into the campground's trash/garbage containers or leave trash at the site. NOTE: Trash may NOT be burned in lieu of carrying it out.
- N. **PORTABLE TOILETS**: Portable toilets will be located near campsites and activity areas. Please remind your scouts to be courteous, keep the toilets clean, and observe posted restrictions for "Adult Leaders" and "Staff Only." Please advise staff when additional toilet paper or other service is required. Do not dig latrines.

O. HEALTH & SAFETY REMINDERS:

- 1. BSA policy prohibits passengers in beds of pickup trucks, whether or not pickup bed is covered.
- 2. Drivers please maintain safe speed and drive cautiously on camp property, watching out for adults and youth. The speed limit for camp is 15 miles per hour.
- 3. Follow manufacturer's safe storage instructions when using liquid or propane fuel for cooking or illumination.
- 4. Keep an appropriate fire extinguisher rated for flammable liquids accessible in your campsite.
- 5. NO FLAMES IN TENTS!
- 6. Units should take care of minor injuries if possible. A Red Cross certified individual will be on staff in case of emergency. If medical attention is needed, have authorization forms for medical care/treatment readily available.
- P. **QUIET TIME**: All lights and fires are to be extinguished by 10:30 pm. As a courtesy to others, please do not disturb other peoples' peace and quiet at any time and observe QUIET TIME from 10:30 pm to 6:30 am. In order to enhance everyone's experience, generators are not permitted at any time.
- Q. **MEALS**: Troops should plan on preparing their own meals while at camp.
- R. **BLUE CARDS**: Troops planning on participating in the Wilderness Survival Merit Badge activities must bring a sufficient supply of Blue Cards for each Scout in their unit.

Special Requests:

If there are participants in your unit that require special accommodations, please notify Frank Harper **as soon as possible** so the necessary arrangements can be made.

in backcountry settings, including hypothermia, heat reactions, frostbite, dehydration, blisters, insect stings, tick bites, and snakebites.

Explain to your counselor the hazards you are most likely to encounter while

participating in wilderness survival activities, and what you should do to anticipate, help

Show that you know first aid for and how to prevent injuries or illnesses that could occur

2019 Coweta District Spring Camporee

- 2. From memory, list the seven priorities for survival in a backcountry or wilderness location. Explain the importance of each one with your counselor.
- 3. Discuss ways to avoid panic and maintain a high level of morale when lost, and explain why this is important.
- 4. Describe the steps you would take to survive in the following conditions:

Wilderness Survival Merit Badge

Requirements for Wilderness Survival Merit Badge (2018 Revision)

prevent, mitigate, or lessen these hazards.

- a. Cold and snowy
- b. Wet

1.

a.

b.

c. Hot and dry

Do the following:

- d. Windy
- e. At or on the water
- 5. Put together a personal survival kit and explain how each item in it could be useful.
- 6. Using three different methods (other than matches), build and light three fires.
- 7. Do the following:
 - a. Show five different ways to attract attention when lost.
 - b. Demonstrate how to use a signal mirror.
 - c. Describe from memory five ground-to-air signals and tell what they mean.
- 8. Improvise a natural shelter. For the purpose of this demonstration, use techniques that have little negative impact on the environment. Spend a night in your shelter.
- 9. Explain how to protect yourself from insects, reptiles, bears, and other animals of the local region.
- 10. Demonstrate three ways to treat water found in the outdoors to prepare it for drinking.
- 11. Show that you know the proper clothing to wear while in the outdoors during extremely hot and cold weather and during wet conditions.
- 12. Explain why it usually is not wise to eat edible wild plants or wildlife in a wilderness survival situation.

PROGRAM:

- Scouts will have the opportunity to attend all the activities.
- Patrols/ Troops must attend each activity as well campfire to earn participation points for the Best Overall Unit or Spirit Award.
- Scoring for ALL competitions:
 - First place: 6 points
 - Second place: 4 points
 - Third Place: 3 point

TROOP COMPETITIONS:

- **Best Overall Unit:** The best overall unit will be determined by point totals for Golden Axe, Golden Spoon, Spirit Stick, Best Campsite Inspection, Best Skit, and the Field Competitions. Additional points will be awarded for proper uniform attire, proper formations, Scout Spirit and punctuality at assemblies and vespers.
- **Golden Axe:** See general rules below.
- **Golden Spoon:** See general rules below. Additional guidelines will be published at the March 2019 roundtable.
- **Spirit Stick:** Camporee staff will rate the unit with the most Scout Spirit over the weekend and the winner will be awarded the Spirit Stick. A Scout is helpful, friendly, courteous and kind in spirit.
- **Best Campsite Inspection:** See complete rules below.
- **Best Skit Award:** This is the award for best overall skit/song by a patrol/troop at the Saturday evening campfire. ALL SKITS & SONGS must be PRE-APPROVED by District Commissioner Robert Allen.
- **Field Competitions:** See below for complete rules for Chariot Race, Egg Toss, Knot-Tying Relay, and Tent Pitching competitions.

Campsite Inspection

The staff will rate the campsites from 0-100 points using the following criteria list. Troops completing 2.5 hours of workday service prior to the camporee will receive a 5 point bonus. Camporee Staff will rank campsites first, second and third place based on the Total Combined Points earned.

CAMPSITE INSPECTION SCORE SHEET

	AREA JUDGED	<u>POINTS (1-10)</u>
•	Duty roster posted	
•	Tents/Fly properly erected	
•	Water bucket/ fire extinguishers in each campsite cook area	
•	Flags properly displayed	
•	Troop first aid kit available & visible	
•	Food properly stored	
•	Cooking areas clean and neat	
•	Balanced menu(s) posted	
•	Campsite improvements & camp gadgets	
•	Ax Yard or Fuel Area property identified and stored	
	Total Combined Points	
	• Work-Day Bonus Points (0 or 5 points)	
	Total Combined Points	
UNIT NUMBE	R: CAMPSITE NUMBER:	
UNIT LEADE	R'S NAME:	

RULES FOR INDIVIDUAL EVENTS

A. CHARIOT RACE

- 1. Each troop may enter one, three (3) man team.
- 2. The object of the competition is to lash three poles together to form an "A" frame triangle. A diagonal lashing must be tied at the top of the "A" frame while two square lashings must be tied at the bottom. All lashings will be judged in accordance with the current edition of the *Boy Scout Handbook*.
- 3. After the triangle or frame is completed, one member of the team will ride the frame while the other members pull him around a designated track.
- 4. The team with the fastest time with correct lashings will be awarded first place. The elapsed time will be calculated from the word "GO", at which the lashing will begin, until the team successfully crosses the finishing line.
- 5. Teams will be penalized one [1] minute for each incorrect lashing. If any lashing comes untied before the team crosses the finish line, the team will be disqualified.
- 6. Three, six-foot poles two-to-three inches in diameter will be used. In the event that two or more teams are competing against each other simultaneously, all poles and ropes <u>must</u> be equal in length. All materials will be provided by the Camporee.
- 7. Judges will have a working knowledge of diagonal and square lashings.

B. EGG TOSS

- 1. Two contestants from each troop will compete in this event.
- 2. Each team will be furnished with one egg.
- 3. Each round will have an increment of ten [10] feet, and will consist of two throws. If the egg breaks, the team is eliminated. A team whose egg touches the ground without breaking will be allowed to continue in the competition.
- 4. The winner is the last team remaining with their egg unbroken. In the event of a tie, placements will be determined with an additional egg[s].
- 5. The Camporee shall provide the eggs for this event.

6. The egg must be thrown and caught bare-handed without gloves.

D. KNOT-TYING RELAY

- 1. Each troop may field a six-man team. In relay fashion, each person will be asked to tie a different knot by the judge.
- 2. The team will not know which knot each member will tie.
- 3. The six knots are the [1] square, [2] bowline, [3] sheetbend, [4] taut-line hitch, [5] clove hitch, and [6] two-half hitches.
- 4. The team with the best time wins, with timing to begin when the word "GO" is issued by the judge. Knots will be judged according to the *Boy Scout Handbook*.
- 5. Each incorrect knot will result in a fifteen [15] second penalty.

F. TENT PITCHING

- 1. Each troop is allowed two contestants.
- 2. A tent will be pitched by the team as directed by the Camping Merit Badge Pamphlet.
- 3. The tent and all necessary equipment will be supplied by the Camporee.
- 4. Scoring will be done by the best time starting from the issue of the word "GO" and ending when the contestants complet the tent and issue the word "STOP."
- 5. The tent must be completely upright. Any improperly pitched tent will result in a one minute time penalty.
- 6. Each team will be allowed to pitch the tent once before competing in this event.

Golden Spoon Competition

THE CHALLENGE: Cook a creative Wilderness Survival dish!

THE RULES: You may use any ingredients but are required to cook by a Scout cooking method. The entry must be prepared by Scouts at your campsite and can't be made before the Camporee.

A serving needs to be brought to Camporee HQ between 5:30-6:00 PM on Saturday for judging. The top three meals determined by the judges will be awarded.

The official entry form (on next page) listing ingredients (including quantities), preparation directions and cooking instructions must be submitted with the completed entry. Please print clearly.

JUDGING CRITERIA: Entries will be judged on the following criteria:

- **Presentation:** Does it have eye appeal? Does it look like it would be good to eat? Does it relate to the Camporee theme?
- Aroma: Does it smell good?
- **Taste:** Is it pleasing to the palette?
- **Recipe:** Are the ingredients and directions clearly stated? Could the entry be duplicated using the instructions?
- **Overall:** Is it something unique or different? What is the overall impression of the judges?

Judging will be performed by the District Leadership Team. DECISION OF THE JUDGES IS FINAL!

- Official Entry Form -		
Golden Spoon Competition Coweta District		
Unit Number:		
Entry Name:		
Ingredients:		
Directions:		

GOLDEN AXE COMPETITION GENERAL COMPETITION RULES & GUIDELINES

- 1. The intent of these rules is to make the competition as fair as possible for all units competing.
- 2. Failure to comply with all the rules set forth could result in disqualification.
- 3. All Scouts involved in the Golden Axe Competition will have to their Firem'n Chit and their Totin' Chip. At the beginning of the completion, the Scout Leader will vouch for completion of these requirements.
- 4. The Golden Axe Competition area will be made up of three yard areas:
 - Axe Yard
 - Knife Yard
 - Fire Yard
- 5. Each area will be approximately 10' X 10' square. The maximum troops competing at a time will be four.
- 6. Each troop shall be responsible for providing their own tools. At a minimum, each troop should have the following:
 - Axe No Double Bladed Axe's Allowed
 - 2 Pairs of Gloves
 - 2 Pairs of Safety Glasses
 - Knife or other appropriate tool for making tender. Pocket Knives must have locking blade.
 - Cooking gear

AXE YARD

- 1. Each Axe yard will need to have a striking stump to use when splitting wood.
- 2. The striking stump should be approximately 16" wide and 12" 24" tall.
- 3. Striking stumps will be provided.
- 4. Only one scout should be in the axe yard at a time.
- 5. If more than one scout is in the axe yard penalty points may be issued.
- 6. When splitting wood with an axe or hatchet, the following items must be worn:(a) Gloves; and (b) Safety Glasses.

GOLDEN AXE COMPETITION (continued)

- 7. When using the axe the head of the axe must not come above eye level.
- 8. If the head of the axe comes above eye level, penalty points may be issued.
- 9. The wood should be split into sections that will stand on their own.
- 10. Once the wood has been split into sections and can no longer stand on the end, the wood must be split by using the contact method. (See the Scout handbook)
- 11. All wood working procedures will be in place at all times.
- 12. Material may not be thrown between sections. Penalty of ten seconds per occurrence. Injuries result. in immediate thrower disqualification and two minute penalty.

KNIFE YARD

- 1. Only one person will be allowed inside the Knife Yard at a time.
- 2. The scout inside the Knife Yard should make small pieces of tender from one of the split pieces of wood coming from the Axe Yard.
- 3. Scouts should observe the knife safety procedures from the Scout handbook.
- 4. Remember to always cut away from yourself.
- 5. Safety glasses will be required and gloves will be optional.

FIRE YARD

- 1. The Fire yard is simple... just build a fire.
- 2. Extra Patrol members can be used to block wind, assist with building the fire or other support. Only a total of 6 scouts in the fire box at a time.
- 3. Fire building safety guidelines from the current BSA Scout Handbook should be observed and used.
- 4. Any scout blowing on the fire will wear safety glasses.
- 5. Each Patrol will need to ensure their fire is built in the provided. type of ground protection so the ground will not be charred.
- 6. Any type of fire lay may be used.
- 7. The fire lay shall be built so that it does not touch the strings, the stakes supporting the strings or anything other than being a free standing fire lay.
- 8. The fire lay may be built as close as possible to the strings but may not touch either of the strings.
- 9. The fire shall be built from the ground up using only the wood coming from the axe and knife yards.
- 10. Fire must be started at ground level.
- 11. The strings in the Fire Yard are placed at 16" and 20" above the ground where the fire is built.

GOLDEN AXE COMPETITION (continued)

- 12. Each Patrol will be given a small piece of lighter knot to assist in starting their fire.
- 13. Each Patrol will be issued 2 matches to start their fire.
- 14. Additional matches will be issued if the patrol needs them but penalty points will be issued.
- 15. Once the bottom string (16" string) is burned into two pieces, the patrol can start to prepare the food item(s).
- 16. Once the top string (20" string) is burned into two pieces, one scout can start to cook.

FOOD SAFETY

- 1. As with any food consumption, cleanliness is a must
- 2. All food shall be cooked in a pan using the proper utensils to stir, flip and remove the food from the pan
- 3. Each Patrol will be provided with pancake mix, water, and pat of butter for pan and ALL batter must be used.
- 4. Any food item that falls out of the pan shall not be used
- 5. The Patrol shall not attempt to retrieve a food item from the fire
- 6. Any Patrol that drops the food should ask for a new food item
- 7. The food must be cooked to the judges satisfaction
- 8. The food must be eaten

SCORING AND PENALTIES

- 1. The Golden Axe Competition is a timed event
- 2. Penalties are given in the form of additions to the Patrols final time

Penalties included are:

• AXE YARD VIOLATIONS

- 1. Any unsafe usage of any hand tools such as bringing the axe above eye level or not wearing the proper safety equipment in the axe yard.
 - a. First Warning: 1-minute penalty
 - b. Second Warning: Scout will be asked to leave the yard add 2 minute penalty to go along with Scout disqualification
- 2. More than one Scout in the axe yard at a time: 1-minute penalty per scout in the axe yard

GOLDEN AXE COMPETITION (continued)

KNIFE YARD VIOLATIONS

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1. Unsafe usage of the knife: 1-minute penalty per occurrence.

• FIRE YARD VIOLATIONS

- 1. Each Additional'Match Used: 5 second penalty per match
- 2. Safety violations resulting in burns to skin, clothing , or hair; or undue smoke inhalation will result in:
 - a. First warning: 1 minute penalty
 - b. Second warning: Scout will be asked to leave Fire Yard and incur an additional 1 minute penalty

• FOOD SAFETY VIOLATIONS

1. The Patrol will be disqualified for picking up any food item from the ground or out of the fire and attempting to put it back into the pan.

IMPORTANT NOTES:

Changes on the 2019 rules of the Golden Axe are below. Additions are in red:

- General Rule #6: Removed the 4' x 8' tarp from the troop supplied equipment list. The tarps will be supplied.
- General Rule #6: Removed the word 'mix'. Pancake mix will be supplied.
- Removed item #2 under Fire Yard rules.
- Added new #2 under Fire Yard rules: Only a total of 6 scouts in the fire box at a time
- NEW for Golden Axe: Staff will provide plastic pancake forming rings so the pancake will be formed to size.