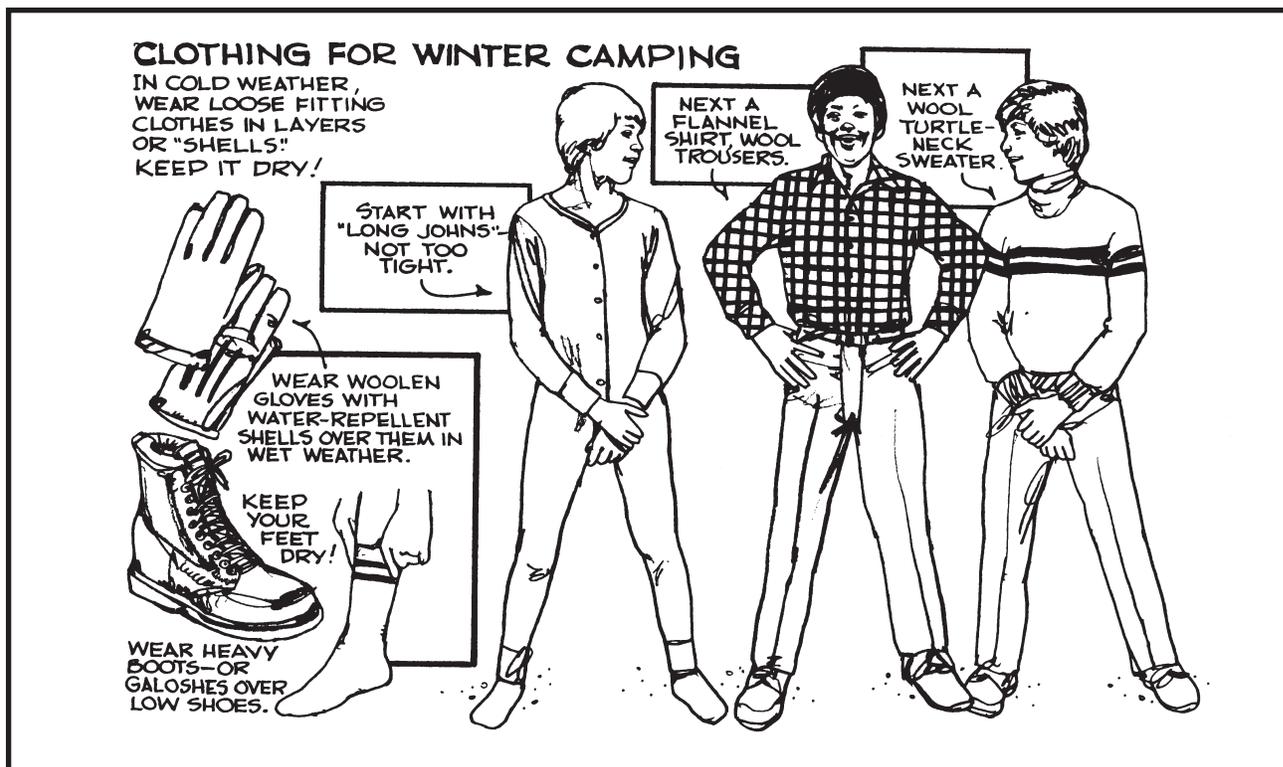


# WINTER CAMPING



Say the word "camp" and most Scouts and Scouters will conjure up an image of sunny skies, the balmy air of spring or fall, or the heat of summer, and lots of outdoor fun.

But there's plenty of fun in winter camping, too. Admittedly, conditions can be rough, especially in the northern states when snow blankets the ground and temperatures dip into the teens or lower. Curiously, though, your troop is likely to remember with pleasure the outings when the Scouts overcame cold, wet, and mud and had a memorable time anyway.

Winter camping is one thing in northern Minnesota or Maine, quite another in Florida, southern California, or Hawaii. Adapt the suggested program on these pages to your climate and conditions. In warm weather climates, troops may want to concentrate on wet-weather skills instead of those highlighted here.

The troop meeting plans call for instruction and practice in the skills required to be comfortable and safe while camping in low-temperature periods when snow may be on the ground. The primary resource is the *Fieldbook*.

The importance of being prepared is stressed because the winter environment is unforgiving. In summer, if a Scout forgets to bring extra socks and underwear on a campout, it's no big deal. But in winter, such forgetfulness is serious because of the danger of

getting wet and having no change of dry clothes. Being cold and wet could reduce the body's core temperature and lead to hypothermia.

The big event will, of course, be a cool campout. If your troop has a lot of young Scouts, consider choosing a site with access to cabins or other shelters in case the weather gets beyond their capabilities.

## SCOUTING OUTCOMES

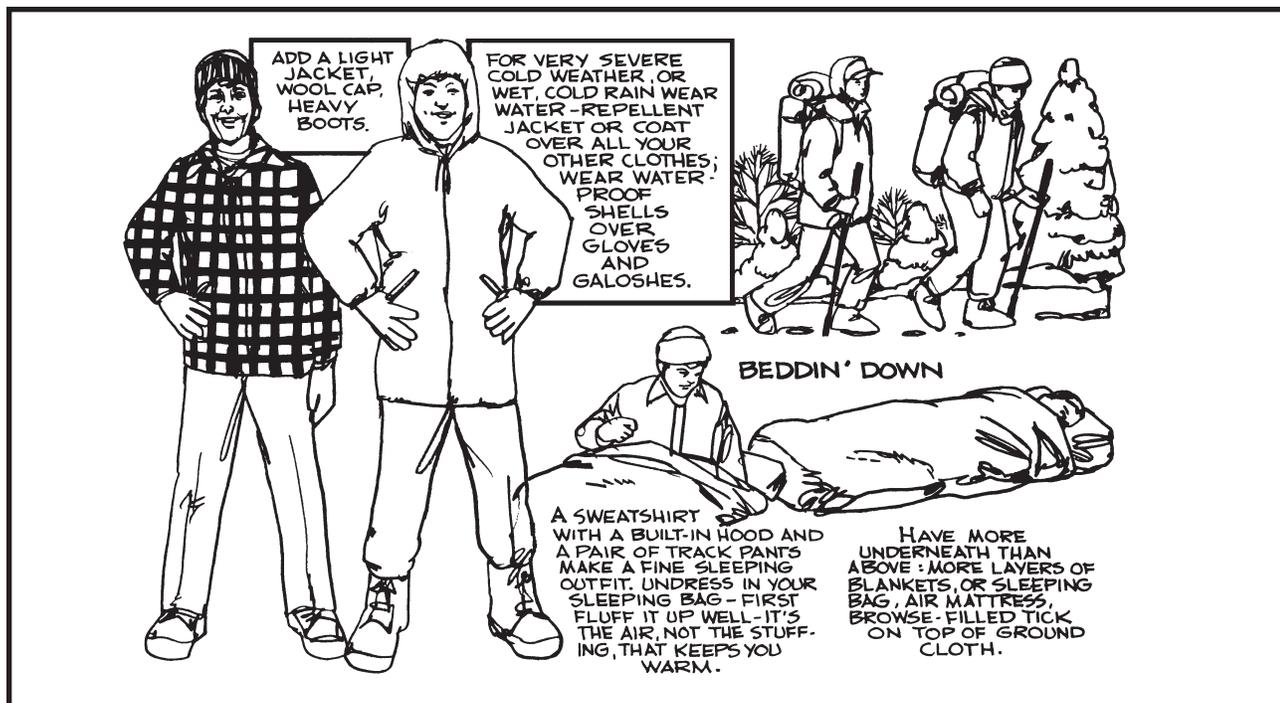
This month's patrol and troop activities should give your Scouts

- The knowledge and skills to be comfortable in camp
- A sense of communion with nature and God
- A greater respect for the outdoors and resourcefulness in learning to deal with difficulties
- Increased self-confidence
- Esprit de corps (group spirit) from having worked together to meet the challenges the elements present

## ADVANCEMENT OPPORTUNITIES

By month's end, all Scouts should have met many of their basic camping requirements through First Class rank.

Depending on the campout activities, they may also complete all or part of the following rank requirements:



#### *Tenderfoot*

- Outdoor—cooking, camping, hiking
- Citizenship—flag ceremonies, Good Turn
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

#### *Second Class*

- Outdoor—cooking, camping, hiking
- Citizenship—flag ceremonies, Good Turn, first aid
- Patrol/troop participation—leadership
- Personal development—Scout Oath and Law

#### *First Class*

- Outdoor—cooking, camping, nature, hiking
- Citizenship—flag ceremonies, Good Turn, first aid
- Patrol/troop participation—leadership
- Personal development—Scout Oath and Law

*Merit Badges.* Older Scouts can concentrate on the Camping merit badge this month. Depending on activities during the campout, they may also cover requirements in Cooking, Hiking, Backpacking, Wilderness Survival, and other nature-related merit badges.

### **PARENT/GUARDIAN PARTICIPATION**

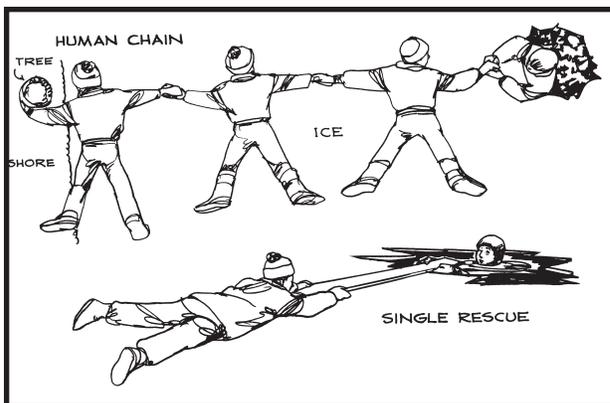
The patrol leaders' council can involve parents in the program feature this month by

- Asking qualified people to assist with instruction for camping skills
- Inviting parents on the cool campout
- Asking parents to provide transportation to the campsite

### **PATROL LEADERS' COUNCIL**

The patrol leaders' council should meet during the early part of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue your planning at patrol leaders' council meetings after each troop meeting.

- Choose a campsite for the cool campout.
- Review winter camping skills. See the *Fieldbook* and the *Camping* merit badge pamphlet.
- Inventory the troop's camping equipment, if that has not been done recently. Check the condition of tents, flies, stoves, and tools. If repairs or replacements are needed, ask the troop committee for help.
- Plan activities for the campout—games, contests, skills instruction, etc. But avoid sweating from over-exertion, because clothes will become damp and won't keep the wearer warm.
- Plan details of troop meetings for the month. Consider inviting Camping, Wilderness Survival, and First Aid merit badge counselors to help with instruction.



## FEATURE EVENT

### Cool Campout

Choose your campsite with regard to the experience of your troop, especially if low temperatures can be expected. If it's reasonable to anticipate temperatures in the 20-degree range or below and you have a lot of first-time winter campers, it might be wise to camp near some cabins or other buildings in case of severe weather.

But don't pamper the Scouts by planning a cabin camp. Even the beginning campers will enjoy the challenge of tent camping in winter and learning how to be comfortable in adverse conditions.

The patrol leaders' council should take extra care in preparing for the campout. Make sure that all Scouts know how to dress properly, how to pitch a tent for maximum protection from the wind, and how to recognize signs of frostbite and hypothermia, the chief dangers in a winter camp. Don't let anyone leave the site without at least one buddy accompanying him in case one of them gets into trouble.

In planning activities for the campout, the patrol leaders' council should remember that everything takes longer in a winter camp. Preparing for and conducting contests, making cooking fires, and cooking will take more time. And, of course, it gets dark early, so Scouts should start gathering fuel early for supper, if you are cooking with wood.

### Campout Activities

Obviously your activities will depend in part on the weather conditions. These are some possibilities for a cold, snowy weekend:

- Instruction and practice for the Skating and Skiing merit badges.
- Hikes and races with skis, sleds, and skates.
- Seal Race—Scouts slide on their bellies over ice, perhaps using ice awls to propel themselves.

- Snow Snake Contest—Make a track through fresh snow with a car or bicycle; the track can have gentle bends but no sharp turns. Let the track freeze overnight. The "snow snakes" are Scout staves or handles from old brooms. The object of the contest is to see how far Scouts can slide their snow snakes. Put a ramp at the end of the tracks and see if the snow snakes will stick in the snow.
- Establish a snow slide in an area that is free of trees, rocks, and other hazards. Use inner tubes, plastic flying disks, old plastic garbage can lids without handles, or heavy cardboard for sleds.
- Have a tug-of-war between two patrols with a wall of snow dividing them. The losers get pulled through the snow.
- Play Snow Golf—Same as miniature golf except that the fairways are snow-covered and the greens are packed-down areas with an open can buried to its rim. Balls are hockey pucks; for clubs, use old golf clubs or hockey sticks.
- Follow animal tracks in the snow. Try making plaster casts of the tracks. If the temperature is well below freezing, spray water in the track and let it freeze before casting in plaster.
- Alaskan Serum Race—Each patrol has a sled with two 6-foot ropes tied to the front, and each sled carries a "bottle of serum." Four stations are set up about 100 yards apart in a square.
 

During the race, each patrol member becomes a sled puller. It works like this: to Station 1, Scouts 1 and 2 pull the sled and Scout 3 rides; to Station 2, Scouts 3 and 4 pull and Scout 1 rides; to Station 3, Scouts 5 and 6 pull and Scout 4 rides; to Station 4 (the finish), Scouts 7 and 8 pull and Scout 5 rides. At the finish, Scout 5 leaps off the sled and delivers the serum to the "doctor" (leader). The first patrol making the delivery wins.

### Cold-Weather Camping Tips

- On expeditions away from the camp, always use the buddy system. Buddies can watch each other for frostbite (specks of white on the skin) and make sure no one gets lost or wet, with the consequent danger of hypothermia.
- If a Scout has a cap without earflaps, have him tie a neckerchief or scarf over the cap to cover his ears.
- In wind, tie a neckerchief or scarf over the nose and ears and let the point hang over the chin.
- If mittens get wet, use an extra pair of dry woolen socks as mittens.

- Use a wool cap or large woolen sock as a nightcap in cold weather. The body loses lots of warmth through an exposed head.
- For a bed warmer, fill a canteen with piping hot water.
- Tie trouser bottoms over the tops of shoes or boots to keep out snow, pebbles, etc.
- Paper (even newspaper) wrapped around the legs, thighs, back, and chest will add insulation.
- Remember that dampness in any form is the number one enemy to safety and comfort in cold weather. Wet feet are especially bad.
- For an emergency poncho, cut a slit in a plastic trash bag or an old shower curtain and pull it over your head.
- Don't permit skating by a patrol-size group unless the ice is at least 3 inches thick. Even then have some rescue gear close by in case a Scout breaks through—an ice rescue cross made of 8- to 10-foot lengths of 2-by-4s with 50 feet of line attached; or a ladder or ring buoy with rescue line. Four-inch-thick ice is safe for troop-size groups.
- Do not eat ice or snow on the trail. It is not pure and it can reduce the body temperature. Melted snow or ice can be used for drinking only after boiling.
- On a slippery trail, stay far back from cliff or canyon edges.

### **Cool Camp Cooking**

If you plan to cook with wood, remember that tinder may be hard to find if there is snow on the ground. Smart campers bring it in a tinder bag. Before your outing, gather small dry twigs and put them in a plastic bag. Don't use all the tinder on your first fire unless you know you won't need to make another.

If there is snow, or if fallen wood is frozen to the ground, you may have to find dead branches on standing trees for your fuel. On an overnight camp, gather twice as much fuel during daylight as you think you will need for supper fires. Remember that night comes early, so get started on fires for supper by 3:30 P.M. Caution Scouts not to work up a sweat while collecting and chopping wood. Staying dry is half the battle of keeping warm.

Plan simple meals for winter camping. Here are some favorites that will feed six to eight Scouts.

### **Slum Gullion**

3 lb. hamburger  
Eight to 10 medium potatoes  
½ lb. bacon  
Four medium onions  
Two 8-oz. cans tomato puree  
1 lb. cheddar cheese

Put 2 to 3 cups of water and 1 tsp. of salt in cooking pot and place over fire. Peel, wash, and dice potatoes, add to water, and bring to boil.

While potatoes are cooking, dice the bacon in ½-inch squares and fry to a crisp brown in another pot. When the bacon is done, drain off grease and add finely chopped onions. Then add crumbled hamburger a little at a time, stirring constantly as it browns. Next add the tomato puree and the cheese, cut into ½-inch cubes. Keep over low fire and stir frequently until cheese is melted.

When the potatoes are done, drain off water and add to hamburger mixture. Season to taste.

### **Chicken and Dumplings**

4 tbs. butter or margarine  
4 stalks celery, rinsed and coarsely chopped  
1 medium onion, finely chopped  
4 chicken bouillon cubes  
1 lb. carrots, peeled and sliced  
4 boneless chicken breasts

### **Baking Powder Dumplings**

2 eggs  
½ cup milk  
1 tsp. baking powder  
2 cups flour

In a large Dutch oven, brown the chicken in the butter or margarine. Add the celery, onion, bouillon cubes, and 6 cups water. Bring to a boil, reduce heat, and cover. Simmer for 20 minutes. Add carrots and simmer for an additional 15 to 20 minutes until carrots are soft.

Mix the dumpling mixture and drop by spoonfuls on top of the chicken mixture. Cover tightly and continue simmering until dumplings are fluffy and dry (approximately 15 minutes). Serve. Salt, pepper, garlic powder, and other spices can be added to taste.

### **Campfire Hash**

3 lb. hamburger  
Eight to 10 medium potatoes  
Three medium onions  
8-oz. can of tomato sauce

Dice the potatoes, put them in a pot with enough water to cover, and bring to a boil.

Mince the onions. When the potatoes are soft, drain them and add onions and hamburger. Mix well.

Grease a large frying pan and put it on the fire. When the grease is hot, add the hash mixture. Brown on one side, then turn and brown on the other. When the hash is almost done, add the tomato sauce and heat for 1 or 2 minutes.

# WINTER CAMPING

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes	If snow is on the ground, send Scouts out to practice Dead Man for tying down tents. Or, play Steal-the-Bacon. (See the Games section of <i>Troop Program Resources</i> . *)		
<b>Opening Ceremony</b> _____ minutes	<ul style="list-style-type: none"> <li>• Form the troop into a horseshoe.</li> <li>• Hold a uniform inspection.</li> <li>• Repeat the Pledge of Allegiance.</li> </ul>		
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts work on basic camping skills and learn how to tie basic knots used to pitch a tent. Do Ring Ball. (See the Games section of <i>Troop Program Resources</i>. *)</li> <li>• Experienced Scouts work on dressing for winter camping in your area and practice building fires in wet weather.</li> <li>• Older Scouts work on the Venture program or learn how to build shelters in winter camp. These could be snow shelters or ice huts.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Discuss plans for this month's outing and make sure everyone knows what his assignments are and what he will need to bring for the outing. Any Scouts who have not been camping yet will need some extra help. All other patrols plan activities to work on advancement. Plan any meals that will be needed for the outing. If it is going to be an overnighter, begin to make plans for equipment distribution and tent needs.		
<b>Interpatrol Activity</b> _____ minutes	Do Rescue Race. (See the Games section of <i>Troop Program Resources</i> . *)		
<b>Closing</b> _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Assemble patrols and repeat the Outdoor Code.</li> <li>• Scoutmaster's Minute.</li> <li>• Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews the next meeting and plans for the troop campout. Begin work on next month's program feature.		

\*Troop Program Resources for Scout Troops and Varsity Teams, Supply No. 33588

# WINTER CAMPING

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes			
<b>Opening Ceremony</b> _____ minutes			
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts learn map and compass techniques (<i>Boy Scout Handbook</i> and <i>Fieldbook</i>). Do Direction Hunt. (See the Games section of <i>Troop Program Resources</i>.)</li> <li>• Experienced Scouts work on packing procedures for the monthly outing and select some campsites on a topographic map of the area you will be camping in. Do Silver Dollar Hunt. (See the Games section of <i>Troop Program Resources</i>.)</li> <li>• Older Scouts work on the Venture program or plan to sleep under a shelter you make from natural materials as part of the troop outing.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Review assignments for the campout. First-time campers continue working on troop procedures for hiking and camping. All other patrols continue to work on activities for advancement on the outing. Practice interpatrol activities.		
<b>Interpatrol Activity</b> _____ minutes	Do Roman Chariot Race. (See the Games section of <i>Troop Program Resources</i> .)		
<b>Closing</b> _____ minutes  Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Scoutmaster's Minute.</li> <li>• Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews the next meeting and plans for the troop campout or outing. Continue work on next month's program feature.		

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# WINTER CAMPING

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes			
<b>Opening Ceremony</b> _____ minutes			
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts work on reading topographic maps and learn the symbols used on maps. Also learn what to do if you get lost (<i>Boy Scout Handbook</i>). Play Map Symbol Relay. (See the Games section of <i>Troop Program Resources</i>.*)</li> <li>• Experienced Scouts work on tree and plant identification for the winter.</li> <li>• Older Scouts work on the Venture program or work on topographic map orientation with the younger Scouts.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Finalize the menu for this month's outing and make sure everyone knows what he will need to bring. Review clothing and equipment needs and collect any necessary fees. Remember that it will take longer to do normal activities in your campsite in winter camping.		
<b>Interpatrol Activity</b> _____ minutes	Play Crowded Circle. (See the Games section of <i>Troop Program Resources</i> .*)		
<b>Closing</b> _____ minutes  Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Scoutmaster's Minute.</li> <li>• Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews the next meeting and plans for the troop campout. Continue work on next month's program feature.		

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# WINTER CAMPING

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes			
<b>Opening Ceremony</b> _____ minutes			
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts practice map reading and getting bearings. Have them bring in packs and clothing that they plan to use on the campout (<i>Boy Scout Handbook</i>).</li> <li>• Experienced Scouts work on recognizing signs of hypothermia, and review first aid for frostbite.</li> <li>• Older Scouts work on the Venture program or assist in map and compass activities.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Review plans and assignments for the campout. Make sure everyone knows the travel plans and equipment needs. Go over the patrol duty roster. Practice any interpatrol activities that will take place.		
<b>Interpatrol Activity</b> _____ minutes	Do Ladder Relay. (See the Games section of <i>Troop Program Resources</i> .)		
<b>Closing</b> _____ minutes  Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Scoutmaster's Minute.</li> <li>• Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews the next meeting and checks last-minute details for the troop campout or outing. Finalize work on next month's program feature.		

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# WINTER CAMPING

## TROOP OUTDOOR PROGRAM PLAN

**Date** \_\_\_\_\_

TIME	ACTIVITY	RUN BY
<b>Friday evening</b>	Load gear at meeting location and leave for camping area. Plan only a light meal en route.	SPL
	At the campsite, off-load equipment and set up patrol sites.	SPL/PL
<b>Saturday</b> 6:30 A.M.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class requirements.)	Cooks, assistants
7:00 A.M.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 A.M.	Breakfast	
8:00 A.M.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30–11:30 A.M.	Conduct patrol competitions. <ul style="list-style-type: none"> <li>• Seal Race</li> <li>• Snow Golf</li> <li>• Tug-of-War</li> </ul>	SPL
11:30 A.M.	Cooks prepare lunch.	Cooks
Noon	Lunch	
12:30 P.M.	Clean up.	Cooks
1:30 P.M.	Make snow shelters if weather permits. Do winter nature observation—identify trees by twigs or bark.	
4:30 P.M.	Start dinner preparation.	Cooks
5:30 P.M.	Dinner	SPL
6:00 P.M.	Clean up.	Cooks
8:00 P.M.	Troop campfire	
9:00 P.M.	Cracker barrel	
10:00 P.M.	Lights out	
<b>Sunday</b> 6:30 A.M.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class requirements.)	Cooks, assistants
7:00 A.M.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 A.M.	Breakfast	

<b>TIME</b>	<b>ACTIVITY</b>	<b>RUN BY</b>
8:00 A.M.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30 A.M.	Worship service	
9:00–11:00 A.M.	Patrol games—Use four games from the Games section of <i>Troop Program Resources</i> . *	SPL
11:00 A.M.	Break camp.	
<b>Special equipment needed</b>	Topographic maps, clipboards, compasses, troop camping equipment	

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