



Dun Laoghaire Scout County Smelvin Challenge 2015



17th – 19th April 2015
Larch Hill

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General Information

Smelvin Competition: For teams (Patrols or Watch's) of 6 – 8 scouts.

Smelvin Novice Competition: For teams of 6 – 8 scouts. There can be no more than 3 scouts on the team who have previously participated in a Smelvin or Phoenix competition.

This is the sixth year of our Novice competition. The idea behind the Novice competition is that it will give younger Scouts the opportunity to take part in the Smelvin weekend. If the teams are struggling at any stage over the weekend, venture staff will be assigned to them to assist and encourage them, (however the ventures will not do the job for them!).

There will be a prize for the winning Novice team, and both Novice and Smelvin teams will compete against each other for the Cooking and Log book trophies and the Campfire Competition. The winners and runners-up of the Smelvin competition will go forward to represent Dun Laoghaire Scout County at the Phoenix Challenge in August.

Cost per Team: €150

All scouts must be 15 years or under 31st of August 2015

Staff: Staff applications are welcome from Ventures, Rovers & Scouters. Anyone under 18 must include a Parental Consent form with their application.

Cost per Staff member: €10. This will go towards camp fees. Staff catering will be discussed at a later stage.

NB: All team applications must have suitable compliment of leaders that will be available all weekend. Leaders will be expected to assist in all aspects of the event to ensure its continued success.

Admin & Paperwork

Enclosed with this infopack, are the following forms:

- Parental Consent Forms
- Staff Application forms
- Patrol Registration form

All teams must have adequate number staff accompanying them. Please return all consent forms, application forms and application fees (€150 per team and €10 per staff member), by Wednesday April 1st 2015. We will send out a staff / venture document which will give details of requirements for Scouters Ventures taking part in this years event in due course.

Theme

The theme of the Smelvin Challenge this year is **'Murder Mystery Weekend'**. Larch Hill will be transformed into a world of mystery, intrigue and old fashioned detective work for the weekend. Patrols are expected to play an active part in this theme and they should incorporate this theme into their sites, campfire sketches, test meal, general team spirit and anywhere else possible. They will also be asked to bring an appropriate team costume. Staff will also be incorporating this theme into bases, programme and general enthusiasm and wherever else they can.

Timetable

Friday April 17th 2015

7pm – 8pm	Registration
8pm – 8.15pm	Opening Ceremony
8.15pm – 10.30pm	Build Sites
9.30pm – 9.45pm	PL Meeting
11pm	Lights Out

Upon arrival teams will be allocated their site and may bring their gear to the relevant field. Equipment can be laid or stacked in front of the site but in the interests of fairness, teams are asked not to put anything onto their site until 8.15pm.

Saturday April 18th 2015

8.00am – 9.00am	Rise & Shine & Breakfast
9.00am – 1.00pm	Finish Sites (To include Lunch)
1.00pm – 5.30pm	Bases
6.00pm – 8.30pm	Test Meal (fires not lit before 7.00pm)
8.30pm – 9.30pm	Free Time / Prepare Sketch
9.30pm – 11.00pm	Campfire / Sketch
11.00pm	Lights Out

Sunday April 21st 2015

8.00am – 8.30am	Rise & Shine
10.00am – 11.00am	Off site activity
11.00am – 1.00pm	Break Camp (final site inspection 1pm)
2.00pm	Closing Ceremony

AS CAN OFTEN BE THE CASE THIS MIGHT CHANGE GIVEN THE UNEXPECTED..... ANYTHING CAN HAPPEN, AND USUALLY DOES!

Marking Criteria

The teams will be marked on the following aspects of the weekend:

1. Campcraft
2. Bases
3. Test Meal
4. Campfire Sketch
5. Log Books

1. Campcraft

The County Smelvin Challenge has a number of functions within our Scout programme. Many of the activities on the event will test a Patrol or Watch's ability to adapt to different situations and to solve problems. However, this is not the primary aim of the Campcraft section of the event.

Just as the MPC/Sionnach programmes promote lightweight camping standards, one of the chief roles of the Campcraft section of the competition is to promote the use of Campcraft skills and to set basic standards for their use. It is hoped that by promoting Campcraft skills in this way that Troops will in turn incorporate a high standard of these skills into their standing camps and in Patrol or Watch activities throughout the year.

While it is true to say that there is no one "right" way of doing Campcraft. There are a number of basic principles and rules to be observed when constructing a campsite, from the pitching of a tent, to the storage of food, to the construction of a gadget. These principles and rules form the basis for the Campcraft guidelines issued for this competition.

When it comes to designing gadgets, these guidelines should be kept in mind at all times. They ensure that a gadget is going to be safe and will function as required. In this way, basic standards of Campcraft are maintained, while individual Patrols are still free to produce their own designs.

Beyond the promotion of Campcraft skills, the Campcraft section of the competition will also test a Patrol or Watch in a number of ways.

- **Leadership and Teamwork.** The building and maintaining of the campsite will require the P.L. to be in charge and for the Patrol / Watch to work together over the 3 days.
- **Organisation.** The Patrols/Watches ability to have an organised approach to a task is tested to the full, as will be their time management skills while constructing the campsite.
- **Delegation.** There will be much work required to maintain a campsite over 3 days, and the patrols ability to divide up and carry out these various tasks will be tested.
- **Safety & Hygiene.** A Patrol or Watch's ability to maintain a safe and hygienic campsite over the 3 days is well and truly tested.

In short, the Campcraft section of the competition is a major test of the Patrols/Watch's ability to work together as a unit.

Camprcraft Guidelines

Site information:

- Sites will be 40ft (deep) by 50ft (wide). Sites will be marked out in advance, and teams must not alter their allocated site. It is planned to have a small clear path between each site.

General information:

- **Gadgets must be freestanding. The only things that can be driven into the ground are those the size of pegs or boundary poles. All holes must be backfilled before final inspection. 'Guy lines' supporting gadgets are not allowed.**
- No pre-fabricated gadgets are allowed. This refers specifically to the tying of lashings (typically figure of eight lashings on tri pods) in advance of the competition. Any such lashings found on check in will be dismantled. This does **NOT** refer to tabletops, fire trays, patrol boxes, etc.
- Troops **ARE** allowed to have the different gadgets bundled together, colour coded for identification, etc, upon arrival if they wish.
- Fire extinguishers are banned on patrol sites. Past experience has shown that, in general, scouts do not know how to use them, and often the wrong types of extinguishers are brought. Buckets of sand and water should be provided instead, and fire blankets may also be provided. No gadget is required for the fire point. However, a clearly defined fire point should be present on all sites.
- Water treatment facilities do not need to be constructed on Patrol sites. Experience has shown that these gadgets have been rarely used correctly in the past.
- The cutting of sods is not allowed. Fire trays must be used.
- Please note that no equipment or timber poles/spars will be supplied to the participating patrols. Each patrol must supply all of their own equipment for the event.
- **These are the absolute minimum you need to have on Site. These gadgets must be as close to the Assessment Standards and Guidelines on the subsequent pages as your Patrol/Watch can achieve.**
- Pre-prepared or chopped wood is permitted on the weekend. It is recommended this be in the form of dry pallet wood or similar. Hardware bought and often wet wood is not recommended.

Camcraft Assessment Guidelines

(A) The Site This will include assessment of the following items. Novice teams will not be required to have as many gadgets as Smelvin teams, please see table below as to what is required.

Item	Smelvin Teams	Novice Teams
Sleeping Tents (mixed teams must have segregated sleeping arrangements)	Required	Required
Store Tent (must be separate from sleeping tents)	Required	Required
Dining Shelter	Required	Required
Table & Seating (stand-alone gadget)	Gadget	Pre-fabricated
Altar Fire (stand-alone gadget)	Gadget *	Gadget *
Food Preparation Area	Gadget	Pre-fabricated
Waste Disposal / Bins	Gadget	Must be off the ground
Washing Area	Gadget	Clear area identifiable
Wood Pile & Chopping Area	Clearly identifiable	Clearly identifiable
Gate & Boundaries (stand alone from other gadgets)	Both required	Boundaries required with gateway – no gate structure required
Patrol Identification	Required	Required
Fire Point	Required	Required
First Aid Kit	Required	Required
Food storage	Required	Required
Cooler Box with cold ice packs	Required	Required

Site Layout will also be marked.

*** If Altar fires are deemed not safe enough to cook on, even with the assistance of a Venture (for Novice patrols only), teams may be instructed to cook their test meals on gas, however they will not receive any marks for use of gas or safety of altar fire either for the test meal or on the camcraft inspections.**

(B) Safety. Site safety is of paramount importance. During all visits by the Camcraft Inspection teams, site safety will be assessed. Smelvin 2015 Staff will notify a Patrol Leader and their leader if any parts of their site are deemed to be unsafe, and consequently will be expected to make corrections.

(C) Hygiene & Cleanliness. Along with site safety, hygiene & cleanliness are probably the most important aspects of Camcraft. As with safety, these will be assessed on all visits by the Camcraft Inspection team. Food should be stored correctly at all times. This especially refers to perishable foods. Cooking and eating utensils, as well as all work surfaces and cookers, should be properly cleaned after each use.

(D) Availability of Water & Wood. There will be no firewood supplied on site, each Patrol/Watch will have to supply their own and take any unused wood away with them at the end of the event. Water will be available on site.

Site Inspection Guidelines

Tentage

Tents and shelters will be marked for both their standard of pitching as well as their maintenance in use.

Tents.

Standard of pitching:

- Poles used correctly
- Guy lines used correctly
- Pegs used correctly- angle of peg, etc.
- Doors/Porches used correctly
- Tent walls taut

Sleeping Tents.

Maintenance of tent;

- Interior tidy
- Groundsheet & sacking used correctly (Icelandic)
- Porch and Inner tent used correctly (Liteweight)
- 1 Ft Clear of boundary (No tripping hazards)

Storage Tent.

Storage within tent:

- Food/Non Food items stored separately
- Equipment items stored separately
- Use of space & general organisation within the tent
- No items against the walls of the tent
- There should **NOT** be a groundsheet in the store tent
- All storage boxes (both food & equipment) must be raised a minimum of 3 inches off the ground so as to allow the grass to 'breathe'- this can be done by means of a campcraft gadget or any other means (wheels on a box, wood blocks etc.)
- It is **NOT** permitted to attach any store gadgets to the tent poles or guy lines
- It is preferred that all items, especially food are stored within boxes/bags and not in an 'on the shelf' way

Dining Shelter.

Shelter design:

- Poles straight and in line, Guy Lines Straight. Pegs used correctly- angle of peg, etc.
- Adequate cover for all the patrol/table/seating
- Shelter design that will keep out the elements
- Adequate room to move about in the shelter
- Adequate access in and out without having to stoop

Gadgets

For each of the items listed below, safety is assessed at all times. On all gadget items, the suitability of the design, the soundness of construction and the standard of lashings are assessed at all times.

All gadgets should be used for their purpose at all times

Gadgets built but not actually in use, for example a dresser without pots on display, etc. will not be able to gain maximum points.

Depending on design, some of the gadgets mentioned below may be combined into one gadget, however we would encourage practicality and function above everything else, eg a single kitchen gadget incorporating food prep, dresser, patrol wash area, personal wash area and bins would not be able to achieve the same amount of points as those areas designed as 3 separate gadgets. In saying that, it would be both practical and functional to have a single wash gadget with separate areas for personal and patrol washing. Alternatively, some of the functions may be separated into different gadgets. Regardless of the design used, it is important that all the functions of the items listed below are catered for on the site.

Table & Seating

- The table top should not be free to move
- Height should be appropriate for **ALL** team members. Nobody reaching up or no dangling legs!
- There should be enough table space and seating for the whole team together.
- Free movement in and out of the seating area should be possible

Altar Fire **This gives rise to serious safety concerns every year and is subject to a tough inspection. Teams should seek guidance from their leaders about this prior to the weekend.**

- The **TOP** of the fire tray should be at least 18" and no more than 30" off the ground.
- All timber and sisal in the immediate area of the fire tray should be heat protected with mud and/or tin foil
- The fire tray should not be free to move and should be level
- The fire should be 3ft from the boundaries

Food Prep Area

- The work surface should be waist high for the average scout
- The work surface should not be free to move
- The work surface should be level

Washing Area

- Dishes, drying areas, etc. should be waist high for the average scout
- Ideally, provision should be made for storage of water
- Ideally separate facilities for personal/ utensil washing

Wood Pile

- Firewood should be graded – kindling to heavier wood (3 grades of firewood should be considered)
- The wood should have adequate protection from the elements
- Axe & saw should be stored in a safe manner.

Chopping Area

- A chopping area should measure at least 8' x 8' in size
- It should be big enough to allow safe chopping of wood with an arms length and two axe lengths clearance in all directions.
- The chopping area should be well defined with boundaries
- Use should be made of a chopping block
- Safe storage of saws and axes is of most importance, whether this is done in the chopping area or in the store tent
- Ground covering in the chopping area is recommended (not plastic)

Waste Disposal

- Waste bags on the gadget should be clear of the ground
- Waste bags should not be allowed to be more than ¾ full
- There should be 2 divisions of waste – recyclable & general.
- Each Patrol /Watch is responsible for taking their waste bags away off site with them after closing.

Boundaries

- A single boundary line is sufficient – double boundaries are not recommended
- Correct knots should be used at the boundary poles – round turn and two half hitches at the start and finish and clove hitches or maryln spike hitches on intermediate poles
- Interior boundaries should be kept simple

Gate Way

- **This should only be constructed after the rest of the site has been finished.**
- It should allow for easy access to the site – both width and height clearance for Adults
- It should be safe in design
- It should have some form of patrol identification (sign, flag, notice board etc.)
Please ensure that there are no loose signs “Resting” against gates or gadgets.

Fire Point

- This should be clearly identified and should be in a central location to at the very least have some water or maybe sand.

Layout

- Different areas of the site should be clearly defined, but not necessarily with boundaries
- The fire should be kept at the furthest point from the tents
- Relevant items should be located together
- The use of space is important – it should be possible to walk around the site
- At least a one foot walkway should be left between guy lines used on the site and any other gadget so that there is adequate walking room
- For safety reasons and in order to respect your neighbours safety a fire tray should be at least 3 feet clear of all boundaries and sleeping tents and other tentage should be at least 1 foot clear of boundaries

A note about tri pods and quad pods

Where freestanding Campcraft is used, the majority of gadgets are built using Tri-pods or Quad-pods. It is important that these items are **Braced Correctly** (*it's all about the Brace about the Brace – no trouble*). Failure to do so can result in the structure collapsing if knocked against. This could be especially dangerous in the case of tables or altar fires.

- In the case of Tri-pods, braces should be lashed on around the three sides of the structure, preferably with the braces low to the ground (especially on heavier gadgets). An alternative is a T-Bar structure, although this can allow the back leg to swing if not done correctly.
- In the case of Quad-pods, diagonal braces should be used, again preferably low to the ground.
- Where one of these structures is braced by other parts of the gadget, then there may not be a need to use braces as described above. The important point is that on any tri-pod or quad-pod, none of the legs should be free to move. If in doubt use one of the above systems.

2. Bases

There will be a number of different bases taking place on Saturday. PLs will be advised at the PL meeting what equipment is needed for each base, but each patrol should ensure they bring everything on the gear list as they will be required for some of the bases.

3. Test Meal

There will be only one meal tested on the weekend, this will be Saturday dinner. (That doesn't mean that all other meals should be of a lesser quality or require any less effort!)

Saturday Dinner

Teams must prepare, cook, serve and eat a 2 course (more courses welcome) dinner on a broad theme of 'Murder Mystery'. This meal must be prepared on site, cooked on your altar fire and cleaned up properly afterwards. Hot water for wash up must also be boiled on the altar fire. **Teams will need all ingredients for their main test meal.**

Other ingredients for either a starter or desert / pudding will be picked at random on the night in question. This will encourage Patrols/Watches to think on their feet when they open up the Grub Bag. Everything in the Grub Bag should be used in the starter / desert course. No other ingredients may be used in the starter / desert. Each Patrol/Watch can bring whatever they want from home for their other course. Attention should be given to the nutritional value of all food brought on the weekend to ensure a balanced healthy diet is at the forefront of each meal.

4. Campfire Sketch

A campfire will be held on Saturday night. Each team will have to prepare a sketch / song that will last about 3-5 minutes. Each team will be given a topic / phrase / sentence to base their sketch on at the PL meeting on Friday night.

- No bad language.
- Nothing offensive to other campers or leaders.
- Be something in tune or humorous!!!!
- Design your own costumes/props if you so wish!!!

5. Log Books

Each team will be given a blank log book but must bring all stationery needed. The logbook should ideally contain the following, but doesn't necessarily have to be in this order:

An Introduction (One page per item)

- The name of the activity, venue and dates should go on the cover
- A brief P.L.'s report giving the highs and lows of the camp and preparation.(Leave a blank page at the start of the book so this can be his/her final entry)
- A contents page with a list of all reports or events of the weekend
- A list of the patrol members with any photos or sketches. These should be done over the weekend.
- Menu including food quantities and maybe food costs.
- Equipment listings for: Site, Personal Gear & First Aid
- Budgets

The Event

- Outline of programme/ Timetable
- Weather? "Sunny spells scattered showers"?
- Nature matters e.g, Any wildlife of the area you are in
- Daily description of the camp.
 - What you did?
 - When did they do it?
 - Where did they carry out the task?
 - Photos/Sketches
 - Funny moments

Use empty spaces for sketches of scenes or people. Include specimens like leaf impressions, bark rubbings or anything else that will contribute to your Log Book. Sketches of routes can highlight any reference points, remember too that a picture speaks a thousand words!

Log book equipment

- Scouting Trail
- Compass
- Relevant map for area and map case
- Pens/Pencils & Colouring Pencils
- Ruler, Rubber & Sharpener
- Notebook

Equipment / Gear Lists

Aside from each scout's personal gear and your patrol equipment, each team should ensure they bring the following:

- Bivvy bag (1 per scout)
- Patrol costume (based on Murder Mystery Weekend)
- Team identification (eg noticeboard)
- Tentage
- Patrol equipment
- Spars (Limited supply on Larch Hill site)
- Sisal
- First Aid Kit (This will have to travel with teams when on their bases)
- All food for weekend (Supper Fri – Lunch Sunday excluding the starter or desert course of Saturday's dinner)

If any extra items are needed, we will advise your leaders as soon as we can.