

CAMPING 2

Pathfinder Level



GREEN

Purpose

To advance your skills and knowledge of camping.

Exploring and Doing

What we want to do at this level of the Camping Badge is to build on the knowledge and experience you have gained at the Explorer level of the camping badge.

1. CAMPSITE

1. Plan a weekend camp below.
2. Choose a camp location.
3. Make or obtain a map to show accurate instructions on how to find camp site (include map reference, road names etc.)
1:25,000 scale or 1:50,000 scale maps would be useful.
4. Make a detailed map of campsite.
 - a. Indicate on your map where your club or group tents will be located.
 - b. Make sure you have allocated sufficient cooking fire areas for the number of people at the camp (four maximum per fire).
 - c. Toilet and garbage areas.
 - d. Emergency contacts such as Park Ranger, Police, Fire Brigade, Hospital locations should be listed at the bottom of your map.
 - e. Draft a letter to the local authorities advising them when your are going, how many will be in the party, when you are returning, emergency contact number, map name, deition No. and six-figure grid reference of your campsite.
A copy of the above letter to be forwarded to:
Session, Local Police, Park Ranger when in National Park.
Don't forget to advise each of these authorities of your safe arrival back home.

Discuss the above with your Counsellor and if no changes are required, distribute copies to all Cadets and Counsellors prior to the camp.

Other information which would be useful for camp planning would be places of interest, flora and fauna unique to this area, and any special hazards (high fire risk, steep cliffs, hidden mine shafts, excessive snake or spider population etc.). This information could be obtained from Park Rangers, Local Councils, Local Tourist Authorities etc.

2. FOOD

Food and water are a very important part of your camp for obvious reasons. Too little food, you go hungry, too much, and you have to carry it all home again. So to prepare properly you need to make a **menu**. Not the sort you find in a restaurant but a balanced menu and one that is easy to prepare on a camp fire. Your meals should include: Cereals, vegetables, meat, milk or milk products and fruit.

Prepare a menu for yourself and specify the amounts of ingredients required to prepare these meals, utensils required and recipes where applicable for certain meals.

Remember the little things like a can opener, margarine, or butter, spices, salt and pepper, pots and pans, matches etc.

At your next camp cook the meals you have planned on an open fire or gas stove.



My Campsite

A large, empty rectangular area with rounded corners, intended for drawing or writing about a campsite.

3. EQUIPMENT

Make two lists. One for group requirements, one for personal requirements.

4. TENTS

Correctly erect the tent you will be sleeping in with neat and safe guy ropes, drainage trench around tent if permitted. Tie all knots correctly.

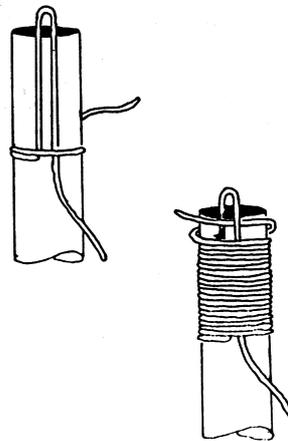
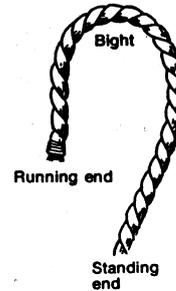
5. KNOTS

In knot tying there are three parts of a rope: the standing end, the bight and the running end. Remember this when following knot tying instructions.

In order to use and tie knots in a rope it needs to be cared for properly. If it is manilla or sisal it will need to be stored somewhere dry to avoid mildew and rotting. The ends will also need to be whipped to avoid unravelling.

To whip the ends of a rope you need a piece of twine or builder's line about 150 mm long. Make it into a loop and place it at the end of the rope, 50 mm back from the end of the rope begin to wrap the twine lightly around rope.

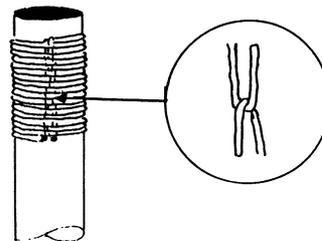
The whipping length should be equal to the width of the rope, at this point slip end through loop and pull end of loop till both loops are in the centre of whipping. For synthetic ropes the end can be prevented from unravelling by fusing the fibres with a flame or hot iron. To make ends neat and not larger than original rope, wrap a band of insulation tape around rope, trim fibres to within 5 mm of tape, fuse fibres, then remove tape when rope has cooled.



The Bowline

This knot was originally used for tying a rope to the bow of a ship but now it is mainly used in rescue or wherever you need a loop which does not slip. The best way to learn the bowline is to actually tie it around your body.

Have the standing end in front of you. Form a loop in standing end, with running end on top. Pass it around your waist. Pass running end up through loop around back of standing end, then back down through the loop. There is a little saying to help you remember this knot: 'the rabbit (running end) comes out of the hole (the loop) goes around the tree (the standing end) and back down its hole again'. It is a great knot if you need to be pulled up a cliff or a river bank. It will not tighten around your body.



Round turn two half hitches

This knot is used for tying a rope to an anchorage or post. It can be tied when the standing end is under strain.



6. FIRES

At the Explorer level we noted the safety rules. These must always be obeyed when camping. At times you may find yourself trying to light fires in wet conditions or even in the snow. This is possible by taking bark and small twigs from standing trees on the protected side away from the weather. Stringy barks are particularly good for this. Once you have started the fire with this dry material you can add small twigs and build up from there. Camp fire can be great fun to sit around in a group in the evenings and share stories, singing, and devotions with your fellow campers. A good fire for this is a ‘Council’ fire.



Council Fire

To give enough light for a camp fire circle you need a large fire of at least one metre high and one metre wide.

First, build a large tepee fire and surround it with logs laid in a criss cross, log cabin style. Use heavier logs for the base, with gradually smaller pieces coming together at the top like building a pyramid. Allow enough air space at the bottom, and give yourself a space so you can light the tepee fire inside. This fire is also very good in an emergency to send smoke signals. When it is well alight, place green foliage on to the fire which will make lots of smoke.

During your next camp, go on an observation tour of your camping area and discuss with your group the various plants, trees and animals that live there and how, as part of God’s creation, they have been surviving, growing, reproducing for thousands of years before you came and camped there. Remember that, when you leave camp, it should be left in the same condition as when you found it if not better. The animals that live there and the people that follow you will certainly appreciate it. But most of all, it is our God-given duty to care for His creation.

- 7. Make arrangements to have regular devotions with your group or club.
- 8. Attend two weekend camps (one may be a parent-and-son camp).

Reflection

Remember camping is a time for fun, friendship, and a time to reflect on God’s creation around us. So have a great camp and remember to help each other, share your skills and talents (even some of your food) with your fellow Cadets and Counsellors.

Ask your Counsellor to sign below and arrange for the presentation of your badge.

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