

# CAMPING 3

*Builder Level*



**RED**

## Purpose

To further advance your skills and knowledge of camping. To realise your responsibilities to others and your surroundings.

## Exploring

We now want to further develop skills and knowledge learnt at Explorer and Pathfinder level and also realize some of our responsibilities as older Cadets to our surroundings and those around us.

### 1. CAMP OUT

You will now plan a group camp where you will be in charge of planning the campsite, equipment list, emergency contacts, and organizing the weekend program.

#### a. Planning a Campsite:

This is usually done with a discussion by the group going to the camp. You will have to decide whether to head for the beach, mountains, lakes, along a river or to the bush. Once an area has been chosen, the actual campsite must be inspected prior to any camp. There are some obvious reasons: the campsite may be booked out, flooded, closed for works etc. Your inspection will be crucial for planning tent locations etc. Fire conditions and regulations need to be checked beforehand as well as the availability of fire wood.

#### b. Preparing a Program:

Once you have planned your campsite, you need to prepare a program. This can be done on a theme. For example: camp craft, water activities, nature exploration, or it can be determined by the terrain. Mountains for rock climbing or exploring, lakes for canoeing and fishing.

Once you have chosen the general activities you need to write an hour-by-hour program, (plan your camp-out together as a group so that this part of the badge can be completed in one camp-out.) Remember to allow for the following:

1. Arrival and departure times
2. Meal times (allow time for lighting fires, cooking meals and cleaning up).
3. Activity times.
4. Free time.
5. Time for devotions.
6. Remember, good planning is the start to a good camp. When you have completed the required planning you must pass on the information to all the Cadets and Counsellors coming to the camp.

At the time of the camp you will be required to take an active role in the setting up and running of the camp and program.

If this badge is done as a group, the whole group could co-operate in its planning and programming.



## Summary of requirements

1. Destination and site map (see Pathfinder requirements).
2. Emergency contacts
3. Group Equipment List
4. Personal Equipment List
5. Camp program.

## 2. FOOD

You have previously planned a menu and cooked your own food and survived. We are now going to learn about survival with food found in our bush surroundings. Because we live in such diverse areas of Australia we cannot give you information suitable for all areas.

This can be obtained from several sources such as libraries, bush walking clubs or Aboriginal study books or even personal Aboriginal contact. On your next camp rely on your surroundings for one meal.

## 3. KNOTS

The following knots will be helpful for getting all your gear on the vehicles to the camp site and will make it possible for you to make some home comforts.

- a. Revise all knots at previous levels

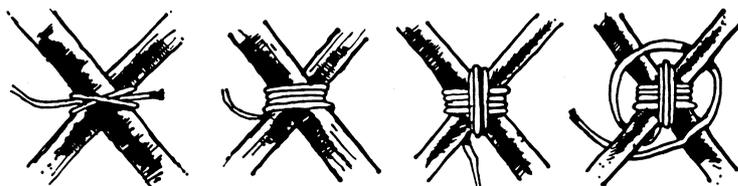
- b. **The Trucky's knot**

This knot may spark some interesting debate with the truckies all over Australia about different versions of this knot but we have chosen one which is effective and reasonably simple to tie and untie. It is mainly used for securing loads on trucks, trailers and roof racks.

1. The standing end is normally tied to the rail on the other side of load by a clove hitch or round turn and two half-hitches.
2. Form a loop in the standing end and with the running end on top.
3. Form long bight with running end approximately 500 mm from first loop.
4. Form second bight with running end and pass up through first loop. Leave 200 mm hanging out. This loop should be formed into a loose half hitch to keep knot together until tension is applied.
5. Take running end around tying rail and back through the first bight.
6. Pull running end down to tension load and tie off with clove hitch.

- c. **Diagonal Lashing**

Used to bind two pieces of timber that do not touch. We start this lashing with the *Timber Hitch*.

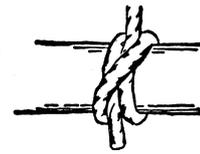


### Timber Hitch



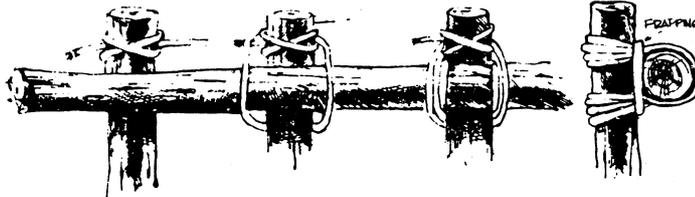
Make a loop around your pole and pass running end under and over standing end and pass through loop. Leave slack in loop to allow running end to be turned several times around the running end side of loop. Push knot firmly against pole and pull tight.

Tie Timber Hitch around both poles and tighten. Make three or four turns around each fork and apply two frapping turns. Finish with a clove hitch.



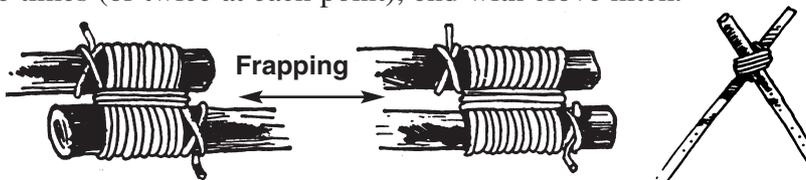
**d. Square Lashing**

Used to join two sticks at right angles. Start with clove hitch around upright and under the cross piece. Twist end of rope around standing rope end and take rope up and around cross piece, behind upright and around front of crosspiece on other side. Continue wrapping three or four times, taking rope inside around upright and outside around cross piece. Now take two frapping turns around lashing and pull tight. Finish with clove hitch.



**e. Shear Lashing**

Used to join two (or three) sticks along the length of same, rather than at an angle. Begin with a clove hitch, wrap around both (or all) sticks several times, frap three times (or twice at each point), end with clove hitch.



**NOTE** The secret of **good lashing** is in the **frapping**; it must be drawn tightly.

**Doing**

1. Go on your camp-out (remember to notify authorities; refer Pathfinder level)
2. Follow your program and cook your own meals (remember to include your devotions.)
3. Make at least one item of furniture or other useful item using knots and lashing to make your camping experience more comfortable.

**Reflection**

Now that you have completed three levels of camping, write a short essay in the space below on 'how Christian camping has affected my life'. The next step is to go for the Camping Certification Badge. Ask your Counsellor about it.

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**REFERENCES**

- Counsellor Manual
- Australian Scout Handbook
- Many camping and survival books are available from your library.