

What is *First Class Camp*?

Two Scouts, who have completed all the requirements for the First Class rank may conduct a First Class Camp. The two Scouts plan a menu, check out equipment with the troop Quartermasters, purchase their own food, and camp away from their patrols on a weekend to demonstrate their scout skills, teamwork and understanding of the Troop's leadership resources and tools.

Why Do a *First Class Camp*?

First Class is a major milestone in Scouting's advancement program. A First Class Scout is expected to be proficient in all the basic camping skills. All of his outdoor requirements for Tenderfoot, Second Class and First Class have helped him to get to this point. The ***First Class Camp*** puts them all together and lets a Scout apply what he has learned in a weekend camping experience that is fun and exciting.

But this can be a challenging evaluation and some scouts have had to learn from one attempt in order to be better prepared for the next one. But once they do succeed, they have the confidence and proven grit to go forward and advance to the new challenges of troop leadership.

Preparing for *First Class Camp*

Planning and practice are the keys to a successful First Class Camp.

- Review the tools and resources available on the "First Class Camp" page on the troop's website
- Practice fire building, not only in nice weather but also in rainy weather. Attempt this during the camping weekends where there are many scouts and leaders available to ask for guidance.
- Try out your meals ahead of time or ask your Patrol Leader to include them in the next weekend camping trip and volunteer to cook the meals in preparation for your weekend.
- Know what camp improvement projects you would like to make. Try making and using them during one of the troop's camping trips or at home or at a meeting
- Talk with the troop Guides, your Patrol Leader, or a designated First Class Camp Assistant Scoutmaster (FCC ASM) to review the "Lessons Learned" and get some pointers and hints.
- Do not to rush into this event. Spend your time during meeting and camping trips reviewing what you know and asking how to improve.

*Remember: you have input on what we do during our meetings and weekend events. To learn and test scout skills such as knots, lashings, fire building, or any of the above preparation suggestions during our programs share those thoughts and concerns with your patrol leader so that he can help incorporate them into the PLC's planning. This helps you as well as your fellow scouts.

Requirements: (You should review these with a FCC ASM)

1. Menu:

- a. Submit your menu using our troop's website menu maker and discuss your plans at least 2 weeks in advance. Your menu must include at least one Dutch oven meal and you must incorporate the "3 Basin" wash system for your meals.
- b. Your food total should not exceed \$40 (\$20 each)
 - i. Do not pay the troop for the weekend
- c. Shop with the troop, not your parents
- d. Your menu should be ambitious. Consider your favorite meals from the weekends. Enjoy yourself and look forward to what's on your menu. You menu **MUST** include the following or an equivalent or more challenging menu items
 - i. Snack: Goo Dip (Beef or Chicken), Dutch oven pizza or Chili Dog wraps
 - ii. Breakfast: Breakfast Bake, Cheesy Sausage Potatoes, Corned Beef Hash and poached eggs
 - iii. Lunch: Chicken Fajitas, BBQ Ham, Sloppy Joes
 - iv. Dinner: Italian Bake, No-Peek Pork Chops, One Pot Chicken Alfredo
 - v. Desserts: Dutch Oven S'mores, Any Cobbler, Any Dump Cake
- e. Your **Sunday Breakfast** should be a "survival" meal chosen from the "First Class Camp Cooking Tips." Remember this is a meal with which you may need plenty of coals as you cannot use charcoals for this meal.
- f. Each meal must be inspected before you eat it. Ask an inspector to come to your site. You do not need to bring it to them.
- g. Charcoals may be used for Dutch Oven bakes and must be started over a fire. (visit <http://dutchovendude.com/campfire-cooking.php> for the proper number and arrangement of charcoals)
- h. Staples are available from the Troop Quartermasters upon request.
- i. Small quantity menu items may be brought from home with prior approval such as a single egg, clove of garlic, small onion, single vegetable, etc.

2. Cleaning and Sanitation:

- a. Each meal must be cleaned using the "3 Step Dishwashing System."
- b. A coach must inspect your cleaning set up at each meal.

3. Campsite: (Include each of the following properly displayed)

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|----------------------|---------------------------------|
| a. Ax yard | d. Flag pole with American Flag |
| b. Graded Wood pile | e. Tent – Tight and neat |
| c. Keyhole fireplace | f. Trail Tarps --Tight and neat |

4. Fires:

- a. Build a new fire for at least **3** of your meals using all-natural tinder found at camp.
- b. Fire starters may be used if and only if you and your partner make them yourselves from an approved method. They may not be any bigger than half the size of your fist.
- c. Use three different lighting methods to light your fires which may include any of the following but may not be changed once you declare your method for that particular fire:

i. 2 matches	v. Bow and drill
ii. Lighter	vi. Mirror or magnifying glass
iii. Striker	vii. Other by approval
iv. Flint & steel	

5. Campsite Improvement Projects: (two of them must be a 3 stave Flag Pole and a table)

- a. Your campsite should include 5 or more improvement projects to demonstrate your skills. Ideas are available on our website, Scout Field Book, Handbook, etc. These projects must include the following:
 - i. Knots:

1. Square Knot	4. Timber hitch
2. Two half hitches	5. Sheet Bend
3. Clove Hitch	6. Taut-line hitch
	7. Bowline

- ii. Lashings:
 - 1. Square Lashing
 - 2. Diagonal Lashing
 - 3. Shear Lashing
 - 4. Round Lashing

iii. A Whipped Rope

b. The following projects are mandatory and must be lashed using scout staves and colored ropes: Table or washbasin table, Flag Pole

- 6. **Camp “Do a Good Turn” Project (possible options for the weekend provided by the FCC Coach) approximately 30 minutes in duration**
- 7. **Leave No Trace:** When breaking camp for the weekend

EQUIPMENT PROVIDED - by Troop Quartermasters

- You and your partner must find a Troop Quartermaster and get your equipment for the weekend. We have sets available that you are to use.
- It is your responsibility to ensure that you have all the items on the list. You should inspect all of the equipment including your tent bag for poles and stakes. If you are missing any items see a Troop Quartermaster **before** you leave on the campout
- All equipment must be returned cleaned and in good condition. A final inspection will be done by a Troop Quartermaster **before** your final evaluation and board of review is scheduled.

1 Voyageur/Outfitter Tent	1 Pail for boiling water	1 roll paper towels
1 Shovel	1 Cooler	2 Garbage bags
1 Water Container	1 pancake turner	3 Wash basins
1 10" Dutch oven	1 American Flag	Salt & Pepper
1 small ball of Paracord	Oil & Soap Bottle	1 Lighter
1 Hand Ax	1 Roll of Aluminum Foil	Bag of Charcoal
1 bow saw	2 Tarps (1 large, 1 small)	Charcoal Chimney

Additional equipment may be requested with approval of a FCC ASM

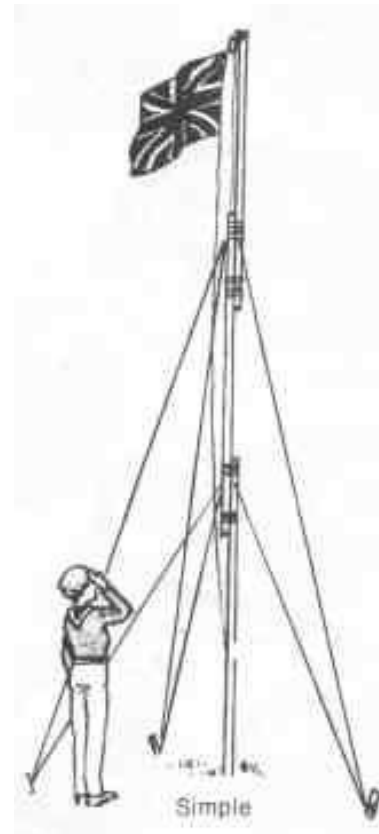
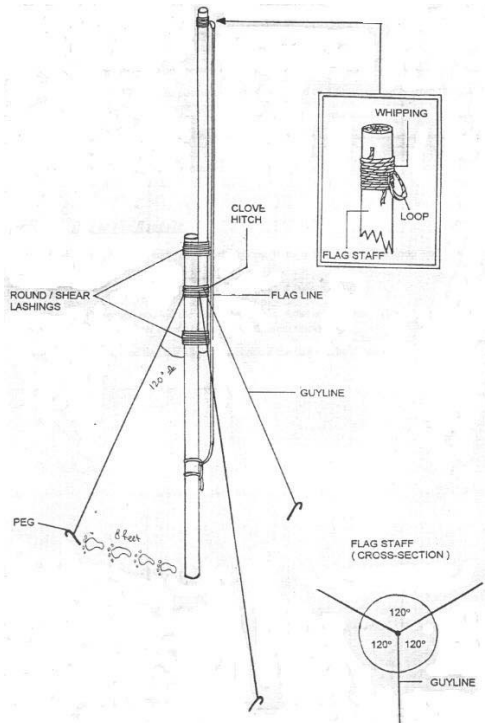
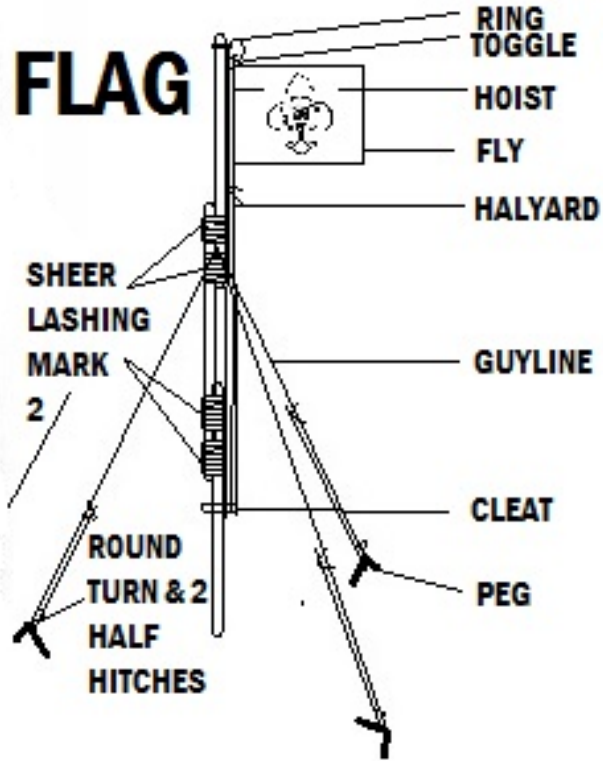
Additional items may be brought from home. Check with a FCC ASM or the *Frequently Asked Questions* on the website. Matches will be issued as needed.

Finally, a Scout is resourceful. He uses the resources available to him to help him to be prepared. Such resources may be use throughout the preparation for and weekend of First Class Camp. These resources may include but are not limited to the following:

Scout Handbook	Troop Youth Leaders	Made Fire starters
Scout Fieldbook	Troop Adult Leaders	Library (what's this?)
Merit Badge Booklets	Online Resources	

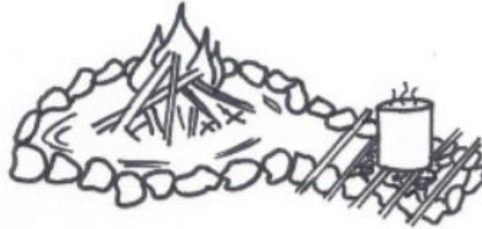
***Hint: This is an **OPEN BOOK TEST!**

FIRST CLASS CAMP REQUIREMENTS



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KEYHOLE FIRE



Keyhole Fire

A Keyhole Fire can only be described as exactly as its name suggests, it looks like a keyhole, a large round part, where the main fire is located, which is attached to a rectangle, where the coals or smaller fire is. It's an ideal campfire to build if you plan on cooking, as the food is slowly and evenly cooked over hot coals – and not over roaring flames.

As coals develop in the main fire, they are scraped into the rectangular area, then used for cooking. The “kick-out” or “keyhole” provides a hot zone to evenly cook food without the dreaded scorch.

How to Build a Keyhole Fire

1/ Assess the location. This fire has relatively few needs, primarily a flat location, away from trees and overhead flammable items. As always consider the surroundings for fire hazards, wind direction and similar.

2/ Mark out the base. The keyhole shape of the fire is marked out using stones, bricks or similar. The large circle of the main fire can be built first and should be at least 2 feet / 60cm in diameter, for more people this can be increased as required. On the upwind side create the rectangle, this should be about the size of the rack, pans and similar to allow space for all the equipment needed to cook the planned meal. This too is lined with stones or bricks.

3/ Lay the fire. In the main fire circle lay your favorite fire design such as a Log Cabin Fire or Tepee Fire

4/ Light the fire. Light the fire about an hour before you plan to cook to ensure it has time to burn down and create the coals needed for cooking.

5/ Maintaining the fire. The main fire needs to be continually maintained as long as coals are needed. The set-up allows for long cook time and multiple pot meals that can be cooked with a reasonable amount of temperature control, as long as the main fire is well managed and there is always a fresh supply of coals being created when they are needed.

6/ Extinguishing the fire. Although this fire has some wind protection from the stone / brick surrounds it is still primarily exposed to the wind. If not extinguished correctly it has the potential to reignite. It should be dispersed within the stone boundary then be extinguished carefully with water. Do not leave until it is fully extinguished and cool to the touch otherwise it can re-ignite.

THE THREE STEP DISHWASHING SYSTEM

The three-step dishwashing system:

1. Cold-rinse pot—contains cold/cool/warm water to rinse off all debris from pans, dishes and utensils.
2. Wash pot—contains hot/warm water (as warm/hot as you can tolerate with your hands) with a few drops of soap.
3. Hot-rinse pot—contains clear, hot water with a sanitizing tablet or a few drops of bleach to kill bacteria. (Use hot-pot tongs or dish gloves to dip plates and spoons in the hot rinse.)

Lay clean utensils on a plastic ground cloth to dry, or hang them in a mesh bag or you may use paper towels.

Disposing of Dishwater and Wash Water:

Filter any food large particles out of the dishwater. Put the particles in a plastic garbage bag along with other bits of leftover food.

Dispose of your cold-rinse water first, spreading the water over a wide area. Then pour the wash pot water into the cold-rinse pot and repeat until the cold-rinse pot is clean and the wash pot is empty. Now pour the Hot-rinse pot into the wash pot and continue as you did with the cold-rinse pot until all pots are rinsed and the water dispersed.

Wash Basin with Shelf

