

Bear Claw

Purpose: Bear Claw is a COMPETITION CAMP. The idea behind this competition camp is to test the Scout Skills learned throughout the year and see how you compare to other patrols. It is not to test how well you can use an app to find information.

Patrol size: 2-6 Scouts. There will be no patrols over 6 allowed.

On Site Water: It is unknown if there will be a source of potable water on site, prepare for the possibility of no potable water, no extra water at all, being available

Scouts will be expected to:

- Hike into camp with everything they will need for the weekend (including water – 2 litres - or a way to make water potable). If they can't carry it in under their own power, they will not be able to use it.
- Cook all of their own meals
- Be subject to at least 3 camp inspections throughout the weekend
- Not communicate with their Scouters. They may only communicate with the Camp Chief, Assistant Camp Chief and the "First Aid Attendants"
- Always abide by the Scout Law
- Ensure they secure their food at camp from all animals
- Participate in all stations

Stations: 10 stations will be set up to test your skills. The following is a list of possible stations. Not all stations will be used for the competition. You will not know the final list of stations until after you arrive.

Please note: The first 4 stations are based on Scout Safety Permits. All Scouts MUST have their earned permits on them at all times. Failure to have their permits on them will automatically result in that Scout not being allowed to participate in the station which will negatively affect the team score for that station. (<https://www.scouts.ca/councils/eastern/prince-edward-island/council-resources/scout-safety-permits.html>)

1. Fire and Match Permit
 - a. Safe use of matches
 - b. Safe setup of campfires
 - i. Build a fire
 - ii. Boil water
 - iii. Maintain the fire for 15 minutes
 - iv. Extinguish the fire showing proper safety procedures
2. Stove and Lantern Permit – ensure scouts know how to properly use both propane and white gas tools
 - a. Fuel types
 - b. Safe use of stoves
 - c. Safe use of lanterns
3. Axe and Saw permit
 - a. Tool Comparison
 - b. Safe use of Hatches
 - c. Safe use of Saws
 - d. Safe use of Axes
4. Knife permit
 - a. Safe Use of Knives
 - b. Outdoor Knife skills
5. Leave No Trace
 - a. Name all 7 principles of Leave No Trace (<https://leavenotrace.ca/>)
 - i. Provide examples
 - ii. Discuss how a scout can use these in everyday life
6. Knots
 - a. Each member of the patrol will tie five different types of knots – drawn from the following: (<https://www.animatedknots.com/scouting-knots>)
 - i. Square/Reef Knot
 - ii. Sheet Bend
 - iii. Granny Knot
 - iv. Sheepshank
 - v. Bowline
 - vi. Figure Eight
 - vii. Bow Knot
 - viii. Clove Hitch

- ix. Fisherman's Knot
 - x. Taut-Line Hitch
- b. Discuss two methods of lashing
- c. Lash a Pharaoh's Chair strong enough to carry an adult
- 7. Emergency Shelter (<https://www.outdoorlife.com/survival-shelters-15-best-designs-wilderness-shelters/>)
 - a. Design and erect an emergency shelter that will sustain the patrol
 - b. Discuss why they used their design
 - c. Take down the shelter and put items used away properly.
- 8. Orienteering (<https://www.scouts.ca/resources/activity-finder/activity-finder/orienteering.html>)
 - a. Demonstrate knowledge of the compass
(<https://www.trailhiking.com.au/navigation/anatomy-of-a-compass/>)
 - b. Follow a trail by compass bearings and clues.
- 9. Plant Identification (<https://linnet.geog.ubc.ca/ShowDBImage/Gallery.aspx>)
 - a. Identify 3 species of local coniferous trees. Discuss the differences and uses
 - b. Identify 4 species of deciduous trees. Discuss their differences and uses
 - c. Identify 5 species of local plants. Discuss their differences and uses if any.
- 10. Water <https://www.canada.ca/en/health-canada/services/environmental-workplace-health/reports-publications/water-quality/guidelines-canadian-drinking-water-quality-summary-table.html>
 - a. As a patrol discuss the importance of "Safe Drinking Water"
 - b. As a patrol discuss how to ensure you have "Safe Drinking Water"
 - c. As a patrol discuss the dangers of "Unsafe Drinking Water" diseases, parasites, and chemical poisons.
- 11. Paddling
 - a. [Outdoor Adventure Skills levels 1-4](#) - Paddling
- 12. Scoutcraft Skills
 - a. [Outdoor Adventure Skills levels 1-4](#) – Scoutcraft Skills

Camp Rules

1. All Patrols will carry their own patrol equipment. The only exception will be for those with physical impairments and required water (which can be trucked by leaders to the parking lot).
2. Post arrival at camp Scouters and Scouts may only have contact under direct supervision of a member of the Camp Staff. A loss of 25 points if violated. With the exception of a medical emergency.
3. Patrol Menus and Duty Rosters and a copy of this list of camp rules are to be posted in plain sight in the patrol campsite.
4. Maximum number of scouters (adults) per patrol is "Two"
5. All Troop Scouters will be delegated camp duties.
6. Campsite etiquette is in effect. No Scout or Scouter shall enter a campsite without permission from the site patrol leader. A loss of 20 points will go against the patrol that enters without permission if violated. The only exception being the Camp Chief or their designates.
7. Scout Law is in effect.
8. Foul and disrespectful language will not be tolerated and will be dealt a 10 point loss.
9. Physical abuse (fighting) will not be tolerated and will be dealt a 20 point loss for each patrol involved. This will also result in someone going home.
10. Electronic devices (Cell phones, gaming devices, and radios) are not permitted to be used for the challenges/stations. If a Scout is caught using a device to obtain information regarding their station, there will be a loss of 25 points.
11. All learning materials must be out of sight at all challenges/stations.
12. All medical procedures to be handled by the designated "First Aid Attendants" with no exceptions.
13. All camp disputes to be dealt with by the Camp Chief or their designate and their decision is final.
14. Headquarter station and campsite is out of bounds for "all youth and scouters" other than camp staff.
15. All disputes or inquiries to come through one of the Assistant Camp Chiefs
16. All patrols must show their permits at the Axe/Saw/Knife, Fire Lighting and Stove/Lantern stations. Scouts are encouraged to bring a knife to camp, providing a valid permit can be displayed. Any knife brought without a permit, will be kept by the Camp Chief until the end of camp and then returned to the owner.

Dinner with a Guest Leader.

Expectations

This meal must have the following:

- Protein
 - Vegetable
 - Starch
 - a drink
 - and a desert
-
1. Proper hygiene principals are in effect during preparation, cooking and serving
 2. Meal courses are served at the same time
 3. All members of the patrol are able to eat at the same time
 4. Meal consists of 2 or more courses
 5. A beverage is offered with the meal
 6. There is enough food for everyone
 7. Proper procedure followed post meal
 - a. clean up
 - b. disposal of waste
 - c. bear proofing of food