



STEVENAGE SCOUTS

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Colonel Woods

The Stevenage District Scout Camping Challenge

17th to 19th May 2019

Harmer Green Scout Campsite



Thank you for entering a Patrol in this year's Colonel Woods. This information will help with the final preparations.

Kit and Site

Each Patrol will have a 12m (40') square on the campsite in which to set-up camp. A minimum camping kit list is provided below, but feel free to bring any additional items you feel will be useful:

- Sleeping tent
- Store tent
- Cooking / dining shelter
- Stove & fuel (2 to 4 rings is ideal)
- Cooking billies / pots / pans
- Cooking utensils / chopping boards
- Wind break for stoves
- Washing up bowls x 2
- Strong bags for wood collecting
- Wet and dry pit
- Bamboo canes for gadgets
- Sisal
- Rope
- Scout staves / broom handles (min 6, more would be better)
- Tent pegs / mallet for gadgets
- Matches
- Washing up brush, cloth etc.
- Chopping Block (for axe work)
- Groundsheet
- Polythene sheets
- Table & bench / chairs
- 2 Fire buckets & blanket
- Light
- Bush saw & hand axe
- Food storage boxes
- Cold box
- Pen and paper

Times and Check-In

Patrols can arrive any time between 6pm and 8pm on Friday 17th May. All Patrol members must arrive in their uniform shirt and scarf. A map and directions to Harmer Green Scout campsite is included in this information pack. Please follow any directions from the District leadership team. Parking is likely to be in the car park adjacent to the buildings. There will be signs on site directing you to check-in.

The following must be handed in at check-in (if not already handed in before the event):

- Completed health form for each member in the Patrol.
- Copy of your menu.
- Axe and saws (please ensure they are labelled)
- A prayer, reading or similar to last between 1 and 3 minutes

Leaders, and family of those camping are most welcome to visit on the **Saturday evening between 8pm and 10:30pm**. A camp fire will be lit during this time.

The presentation will be at 2:30pm on Sunday 19th May. Patrols should be picked up immediately after the presentation. **If Patrols are packed up in time, kit can be loaded from 2pm.**

The emergency contact number during the weekend will be: 07805 389486

Colonel Woods Programme

Colonel Woods is run as a fun Patrol Camp with a few competitive elements. The main emphasis is on having fun, picking up new skills and practicing camping and back-woods cooking. If Scouts need help, leaders will be on hand to help and guide Patrols as needed. This includes the parts of the weekend that are being scored, although this will be taken in to account when the patrols are judged.

The Colonel Woods trophy will be awarded to the Patrol achieving the highest overall score over the weekend. The Ken Saint trophy will be awarded to the runners up. The Major Woods trophy is awarded to the highest scoring team of the 'training' teams. The Camp Cooking trophy will be awarded to the Patrol gaining the highest score for Saturday dinner. The parts that are judged are clearly marked below (in blue and italics).

Each Patrol will need to plan a balanced menu within the criteria below. Unless otherwise stated, Patrols will need to bring the ingredients for the meals and have suitable food storage while at camp. As well as a cool box (ideally 2, one for raw meat and one for dairy etc.), suitable 'animal proof' dry storage will be required (wooden box with catch or similar). **A copy of the menu is to be handed in at check-in**, as this will be judged.

Colonel Woods Menu Criteria

- Friday supper: ***Supper supplied and cooked by District.*** Sausage in a roll, cake and drink.
- Saturday breakfast: 2 courses, 1 must be cooked.
- Saturday lunch: ***Ingredients supplied by District, cooked by Scouts.*** Backwoods meal. Beef meatballs in a tomato sauce & rice cooked in foil bags over a fire (vegetarian meatballs if requested in advance). Cake, chocolate bar & fruit.
- Saturday dinner: 3 courses, main must be hot. Cooking trophy up for grabs! *Please choose a meal you are confident with cooking **and will all eat.** Whilst a few points will be awarded for the choice of meal, far more points will be awarded on how well you cook it and the end result. A simpler meal cooked well, would be better than an exotic choice that is too hard to cook at camp!*
- Saturday supper ***Supper supplied and cooked by District.*** Burger in a bun and drink.
- Sunday breakfast: 2 courses, 1 must be cooked.
- Sunday lunch: **No cooking** (sandwiches/rolls/cake etc.) Will be prepared after breakfast so site can be cleared down during the morning.

Colonel Woods Programme

Friday

- 18:00 – 20:00 Patrols check-in at Harmer Green
A site will be allocated and Patrols can start pitching camp.
Kit should remain in vehicles until your site has been allocated. Trailers can be left at the back of your site.
A copy of your menu to be handed in for judging (contents and balance).
- 20:00 – 21:00 Continue setting up camp. (Sleeping tent, store tent and cooking area.)
- 21:30 – 22:30 Wide Game.
- 22:30 – 23:00 Supper (Sausage in a roll, chocolate cake and drink) and time to relax.
- 23:30 Lights out!

Saturday

- 7:30 – 8:00 Get up and wash.
- 8:00 - 9:30 Prepare, cook, eat and clear away breakfast.
- 10:00 Flag break.
- 10:15 – 12:00 Wood collecting and fire preparation. Axe and saw skills session will be included.
Sites will be inspected and judged during the morning, feedback provided.
- 12:00 – 14:30 Fire lighting, lunch preparation and cooking in the woods. Backwoods meal. *Ingredients supplied by District.* Beef meatballs in a tomato sauce & rice cooked in foil bags over a fire (vegetarian meatballs if requested in advance). Cake, chocolate bar & fruit.

- 14:30 – 15:30 Gadget making. Build at least two gadgets. (Choose from: Wash bowl stand, Flag pole, camp site gate, camp dresser, or similar gadget agreed with camp staff). *Best two gadgets judged.*
- 15:30 – 15:45 Drink and biscuit break.
- 15:45 – 16:15 Fun Patrol Challenge (Willow lantern making). *All materials & instructions provided by District.*
- 16:30 – 19:00 Prepare, cook and serve your three course dinner for the cooking competition.
All aspects of dinner will be judged (preparation, cooking, presentation, taste and clearing away) for both Colonel Woods and the District Camp Cooking Competition.
- 19:00 – 19:30 Washing up and clearing away.
- 20:00 – 22:00 Campfire and entertainment. Each Patrol to provide a camp sketch or similar entertainment.
- 22:00 – 23:00 Supper / Hot drink in Patrols
Sites will be inspected and judged.
- 23:30 Lights out!

Sunday

- 7:30 – 8:00 Get up and wash.
- 8:00 - 9:50 Prepare, cook, eat and clear away breakfast. Start making lunch if time permits.
Breakfast will be judged on preparation, taste and clearing away.
- 10:00 Flag break. Followed by Scouts Own – Each Patrol to provide a prayer, reading or thought for the day. To last between 1 and 3 minutes. **These are to be handed in on Friday evening.**
- 10:20 Patrols to finish making lunch and pack away for later.
- 10:30 onwards Strike camp ensuring all kit is properly packed and ready for transport home. Uniform will be required for the presentation, so please leave this out!
Each Patrol will be given a time for their Archery session.
- 13:00 Lunch.
Your final site inspection will be carried out as soon as you have completed striking camp.
Sites will be given a final inspection and judged.
- 14:00 Packing of vehicles with camp kit if your site is clear.
- 14:30 Presentation followed by departure.

Additional Preparation

The following items should be prepared before the weekend:

- Menu (see guidance notes above). Copy to be handed in at check-in.
- Any recipes required for your menu.
- A prayer, reading or similar to last between 1 and 3 minutes. **Must be handed in at check-in**
- Some form of camp fire entertainment to last between 2 and 5 minutes.

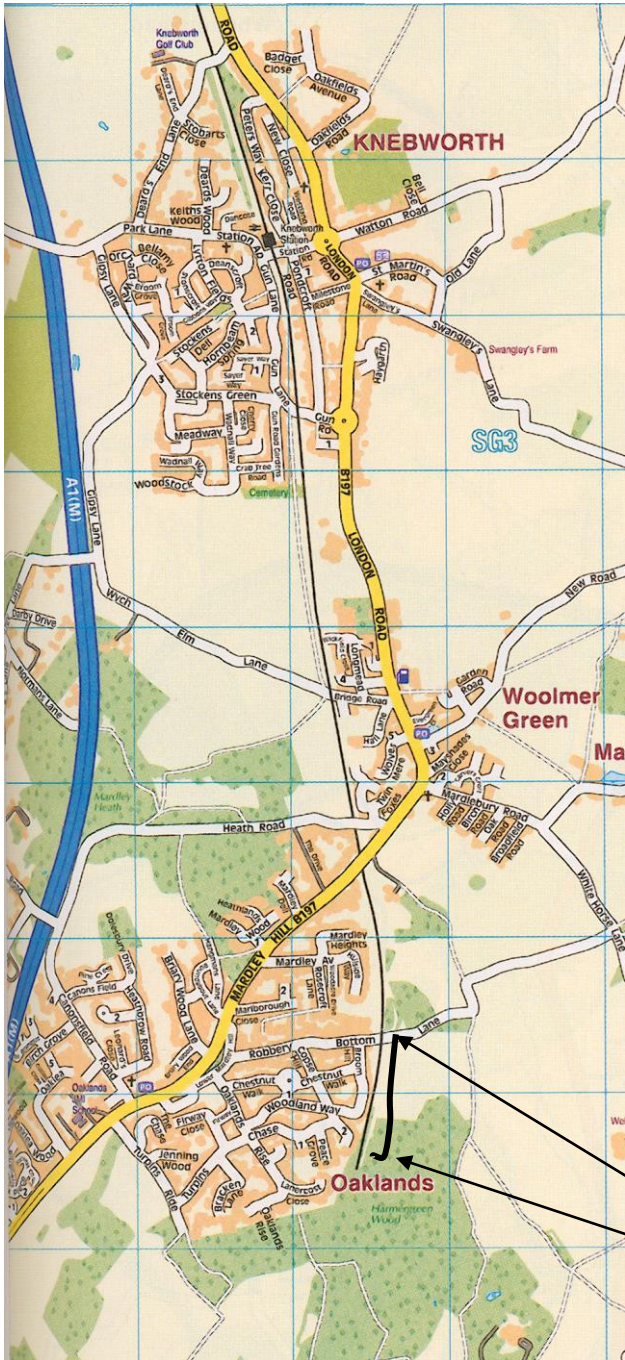
Suggested Personal Kit List

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| <ul style="list-style-type: none"> • Uniform shirt, scarf and woggle • Rucksack / kit bag • Sleeping bag (and possibly a blanket) • Roll mat • Waterproof jacket and trousers • Night clothes • Handkerchief / tissues • Warm jumper • Any Items your Patrol Leader asked you to bring! • Two complete changes of clothes (please don't bring jeans as they are very cold if it's wet/windy) | <ul style="list-style-type: none"> • Suitable footwear (boots are essential for axe work) • Sun hat • Sun cream • Wash kit and towel • Tea towel • Torch ideally with spare batteries & bulb (if applicable) • Plate, bowl, mug, knife, fork and spoon • Carrier bags for wet / dirty clothes • A few clothes pegs (labelled with your name) |
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Please don't hesitate to ask if you have any queries. I look forward to seeing you at camp,

Neil

Harmer Green Scout Campsite Location



Directions to Harmer Green Scout Campsite

Leave Stevenage, heading towards Knebworth on the London Road (B197).

Travel through Knebworth and onto Woolmer Green.

Continue towards Welwyn. You will go up and over a hill, over a railway bridge and past a speed camera (40 mph!).

On the left you will pass the turning for Mardley Avenue and then Marlborough Close.

Take the next left (almost immediately after Marlborough Close). This is Lower Mardley Hill. At the bottom of this short hill, take a sharp left turn into Robbery Bottom Lane.

Robbery Bottom Lane is fairly narrow with big houses on both sides. As soon as you go under the large viaduct, turn right up the Camp Site driveway.

The driveway goes past the railway and up into the woods. Follow the drive as far as you can go, where you will find the car-park. If the car-park is full, there is a smaller car-park, on the left, just before the end of the drive way.

Please drive slowly whilst on the campsite. Thank you.

Harmer Green Scout Campsite entrance

Harmer Green Scout Campsite Car park