



Phoenix Challenge 2018 Information Pack





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1. Forward

Dear Scout,

This information pack on Phoenix Challenge 2018 provides information on the event and provides a guide to patrols for what to expect from the camp

Note: Unlike previous years, this will be the only publication relating to the 2018 Phoenix and all relevant details from Info Pack and 1 and 2 have been incorporated into this document.

Note: Booking forms for Patrols, Scouter Staff and Venture Scout Staff will open in April 2018. The deadline for submission of all forms must be Thursday 21st June 2018 at 4pm.

This information pack is intended to be as accurate as possible; however, some details may change before or during the event in response to circumstances. Every effort will be made to inform you of any necessary changes.

I look forward to seeing you on The Phoenix Challenge 2018. So begin your preparations by checking out your counties pre-qualifying event and preparing for it.

Yours in Scouting,

Úna O'Grady

Programme Commissioner (Scouts)



2. Event Details

The following topics are covered:

- Location and Date
- Participant Details / Requirements
- Allocation of Places on Phoenix
 - Calculating the Number of Registered Scout Programme Sections
- Patrol Application Fee
- The Phoenix Challenge Award Structure
- Award Ceremony

2.1. Location and Date

The Phoenix Challenge 2018 will be held in the Salesian College, Pallaskenry, Co. Limerick from 16th-19th August.

2.2. Participant Details / Requirements

Patrols will comprise of 8 members and participants must be registered Scouts and **15 or under on the 31st August 2018.**

Note: Patrols will be disqualified for having over-age members

The participating Scout Sections must have competed in a Scout County pre-qualifying event. Also, the participating Scout Sections must have participated:

- (a) Participated in a camp of at least five consecutive nights duration
- OR
- (b) Spent 9 nights under canvas during the 2017/2018 Scouting year

2.3. Allocation of Places on Phoenix

Spaces on The Phoenix Challenge are allocated based on the number of registered Scout Programme Sections attending a County Competition not Patrols.

Note: Qualifying places in the Phoenix must be allocated to Scout Programme Sections as opposed to individual patrols

The table below outlines the number of Patrols per-Scout County allowed to attend The Phoenix Challenge based on the number of registered Scout Programme Sections taking part.



Number of Registered Sections taking part in the County Event (inclusive)	Maximum number of Teams permitted
1-10	3
11-15	4
16-20	5
20+	6

Table 1 Number of Places Reference Table

In addition, any Scout County who had a patrol that attained a gold standard on last year’s Phoenix has earned a further place for their Scout County on this year’s Phoenix. There is a maximum of one extra place per county.

Note: How the Scout County uses this place is up to the county programme team themselves.

If any county is unsure of the rules as they have been explained please feel free to contact me directly to avoid disappointment at a later date.

2.3.1. Calculating the Number of Registered Scout Programme Sections

It’s worth noting that a group may have more than one registered Scout Programme Section if it has a large number of Scouts. Equally a group may have a large number of Scouts and operate over 2/3 nights but may only have one registered Programme Section.

The following sample outlines two Scout Groups (A and B) each with two Scout Programme Sections, but both registered differently with Scouting Ireland:

- Group A - X Number of Scouts in 2 Programme Sections **registered with Scouting Ireland as 2 Programme Sections** (Section 1 meets Monday Night & Section 2 meets Tuesday Night) - 2 Places for the county, can send 2 Patrols
- Group B - X Number of Scouts in 2 Programme Sections but **registered with Scouting Ireland as 1 Programme Sections** (Section 1 meets Monday Night & Section 2 meets Tuesday Night) - 1 Place for the county, can send 1 Patrol.



2.4. Patrol Application Fee

The fee for a patrol entering this year's Phoenix Challenge is set at **€660 / £550**. **This includes the fee for the Patrol's Accompanying Scouter.** I appreciate that this is a lot of money; I can assure you that every penny will be spent in making this event the absolute best it can be. Food will be provided from Thursday lunch until Sunday lunch.

2.5. The Phoenix Challenge Award Structure

Every Team who enters The Phoenix Challenge will start off with full points [10,000], over the course of the event, tasks, challenges and standards will be assessed in order to determine if points are to be deducted.

2.5.1. Overall Breakdown of Marks

The following table outlines the overall breakdown of the marks:

Marks	Category
4200 Points (42%)	Campcraft
4200 Points (42%)	Skills Bases
1200 Points (12%)	Cooking and Eating
400 Points (4%)	Logbook

Table 2 Overall Breakdown of Marks



2.5.2. Award Standards

The following are the four levels of award standard:





There are four award standards for the Phoenix, these are:	Description
	<p>GOLD STANDARD AWARD</p> <p>This shall be awarded to Teams who obtain between 80% and 100 % inclusive of the overall marks.</p> <p>Each Team member will be awarded a Gold Standard Phoenix Challenge Badge to wear on her or his uniform.</p>
	<p>SILVER STANDARD AWARD</p> <p>This shall be awarded to Teams who obtain between 65% and 79% of the overall marks.</p> <p>Each Team member will be awarded a Silver Standard Phoenix Challenge Badge to wear on her or his uniform.</p>
	<p>BRONZE STANDARD AWARD</p> <p>This shall be awarded to Teams who obtain between 30% and 64% of the overall marks.</p> <p>Each Team member will be awarded a Bronze Standard Phoenix Challenge Badge to wear on her or his uniform.</p>
	<p>PARTICIPATION AWARD</p> <p>This shall be awarded to Teams who obtain up to 29% of the overall marks</p> <p>Each Team member will be awarded a Participation Badge to wear on her or his uniform.</p>

Table 3 Phoenix Award Standards



2.5.3. Podium Awards

The following are the awards for the top three finishers in the Phoenix Challenge:

Award	Description
The Phoenix Trophy	Highest set of points taking into account all marked areas
Runner Up Trophy	2nd highest set of points taking into account all marked areas
3rd Place Trophy	3rd highest set of points taking into account all marked areas

Table 4 Top Three Awards

2.5.4. Additional Awards

The following additional awards are also awarded:

Award	Description
Scout Engineering Trophy	Best Gate as per adjudicators
Campcraft Trophy	Highest points in the Campcraft
Bases Trophy	Highest points in the Skills Bases
Cooking Trophy	Highest points in the Cooking and Eating Inspections
Scout Entrepreneurship Award	Best Lughnasa Stall (not part of the overall points). See <i>Section 11.3</i>
Trek Cart Race Trophy	Winner of the Trek Cart race

Table 5 Additional Awards

2.6. Award Ceremony

The Awards Ceremony takes place on the Sunday of The Phoenix Challenge. The ceremony will be conducted in the following manner:

1. Announcing from Site number 1 onwards in numerical order the award achieved – Participation, Bronze, Silver and Gold.
2. The Scout Entrepreneurship Award
3. Trek Cart Race Trophy
4. Scout Engineering Award.
5. Cooking and Eating Trophy.
6. Camp Craft Trophy.
7. Skills Bases Trophy.



8. 10th, 9th, 8th, 7th, 6th, 5th & 4th places will be announced in that order. (In the case where more than 10 teams achieve gold standard, all Gold Standard teams will be announced in descending order)
9. 3rd place will be announced and the 3rd Place Trophy will be presented.
10. 2nd place will be announced and the Runner Up Trophy will be presented.
11. 1st place will be announced and The Phoenix Challenge Trophy will be presented.

Note:

The Points achieved by each Team will not be announced at this time

A summary sheet will be made available to all Patrols detailing the above awards following the award ceremony from the activity admin team.

A print out will also be available following the award ceremony from event admin team, which will detail the individual Patrol's overall score and scores in sub divisions.





3. Staff Application and Fees

3.1. Staff Application Fees

The fee for all staff (scouter / rover / venture) is €60 / £50. This covers camp fees for the four nights and all meals from Thursday Lunch through to Sunday Lunch.

3.2. Accompanying Patrol Scouters

Each Patrol will be required to have one Accompanying Scouter. The fee for this Scouter is included in the Patrol fee.

3.3. Additional Staff Places

Additional staff places will be available, but they will be allotted according to the individual's skills set and the requirements of the event. There will be a limited number of Venture Scout Staff roles which will also be allotted according to the individual's skills set and the requirements of the event, and with due regard to how participation in staffing the event can assist in the personal development of that young person.





4. Transport

It is our preference if you could transport your patrol equipment for the activity on a trailer as this will reduce traffic congestion on site and speed up the process of moving gear to site.

Vans will not be allowed on site at any stage during the event. Only designated logistic team vehicles will be permitted to transport gear to site. Patrol equipment arriving in vans will need to be transferred to trailers at the site. Please allow time for this when travelling to the event.

Note: Patrols must accompany vans to gear drop off point to support the transfer of gear from their van to one of the logistic team trailers.

There may be a requirement for a patrol to draw their gear; this will be dependent on the site conditions at the time of the Phoenix. Patrols should be prepared to draw their gear (including patrol equipment) up to 800 meters and should pack accordingly. We expect that all trailers are roadworthy with a jockey wheel, a ball hitch, properly inflated tyres, a safety wire and not over laden for their intended capacity.



5. Patrol List of Equipment

The following is a list of additional equipment your patrol will require for the weekend:

- Scouting Trail (either edition)
- 20 feet of Sisal (surplus to site build requirements)
- 1 pen & notebook (per patrol)
- Selection of colouring pencils
- Bivvy bags (one per patrol member)
- Compass
- First Aid Kit
- Scout Stave (one per patrol member)
- Stationary for log book





6. Phoenix Timetable

6.1. Wednesday

Time	Description
19:00-22:00	Patrol Check In - Patrol Leader Required – Site Allocations & Form Check

6.2. Thursday

Time	Description
08:00 - 10:30	Patrol Check In - Patrol Leader Required – Site Allocations & Form Check
10:45	Assemble
10:45 - 11:15	Opening Ceremonies in Subcamps
11:15	Patrol Leaders Meeting
11:15 - 19:00	Site Build (including Lunch)
17:00 - 19:00	Dinner (Visit from cooking and eating team)
17:00	Patrol Leaders Meeting
19:30 - 21:30	Subcamp Games
21:30 - 22:00	Scout's Own
22:00 - 23:00	Beltane - Campfire
23:00 - 23:30	Supper & Lights Out

6.3. Friday

Time	Description
07:00 - 08:30	Rise, Wash, Breakfast
08:30	Depart for Programme Zones
09:00 - 12:30	Programme Zones
12:30-13:00	Lunch (Packed lunch at relevant programme zone with subcamp staff)
13:00 - 16:00	Programme Zones
17:30 - 20:00	Dinner (Visit from cooking and eating team)
19:45	Patrol Leaders Meeting
20:00 – 20.30	PL Gate Inspection



20:30 - 22:00	Lughnasa Festival
22:00 - 23:00	Free Time
23:00 - 23:30	Supper & Lights Out

6.4. Saturday

Time	Description
07:00 - 08:30	Rise, Wash, Breakfast
08:30	Depart for Programme Zones
09:00-13:00	Programme Zones
13:00 - 13:30	Lunch (Packed lunch at relevant programme zone with subcamp staff)
13:00 - 17:00	Programme Zones
17:30 - 20:00	Dinner (Visit from cooking and eating team)
19:45	Patrol Leaders Meeting
20:00 - 21:30	Trek Cart Race
21:30 - 23:00	Céilí
23:00 - 23:30	Supper and Lights Out

6.5. Sunday

Time	Description
07:30 - 09:30	Rise, Wash, Breakfast (Banquet Breakfast)
09:30	Patrol Leaders Meeting
10:00 - 13:30	Break Camp
13:30	Scouts must leave their site whether they are finished breaking camp or not
12:00 - 13:45	Final Inspection (in uniform)
14:00 - 14:30	Subcamp Assemblies & Closing Ceremonies
15:00	Closing Ceremony



7. Logbooks

A Logbook is where you log, describe and explain your daily activities, something that should be a personal and unique account of the overall journey. Whilst many individuals will share experiences, and some of the detail included in the logs will be similar, the overall effect on the individual or patrol will be different.

There are several reasons why scouts complete logbooks. These include:

- To provide a record to remember the event.
- A place to take note of aspects of a day's activity that went well, and aspects that did not go so well so as to learn from these experiences.
- A medium for illustrating and communicating individual or team progress to mentors or other supporting scouters.
- A medium to highlight achievements to fellow scouts back home.
- A record upon which they can base future events/projects on.

This year the Logbook will only be a hand written log of the Phoenix Challenge, beginning on Thursday and the final entry will be the Patrol Chef starting dinner on Saturday night.

7.1. Logbook General Usage

The Patrol's Log for the duration of the Phoenix Competition will be the traditional hand written log. Logbooks will be provided to each Patrol on Thursday and there will be no additional paper provided. When completing a written log book, the following information should be included before any daily account:

1. Title Section (perhaps a rough colored sketch of a troop badge)
2. A Profile of each Patrol member (Name/Rank in Patrol/Rank in Troop/No. of Phoenix's etc.)
3. Daily Menu (Thursday Dinner – Sunday Lunch).
4. Offer any details of Adventure Skills/Crean Award/Special Interest badges being worked on (i.e. If a base is centred on Pioneering or First Aid, then a badge may have been attained).

Each daily account should include the following information:

1. Main details: Date/Location/Weather
2. Overview of the programme/daily activities.
3. Details of any achievements/challenges (if there are any!).
4. Any other interesting information worth noting.
5. Some rough sketches, (Perhaps a diagram of a pioneering project etc.)



Patrols are encouraged to keep Log Book entries clear and concise and avoid writing long-winded essays. Marks will not be deducted for spelling or grammatical errors.

Given that we will be camping for the duration of the event there will be no access to printing facilities and as such no marks will be allocated to photographs in the handwritten log.

All Log Books on the event will be supplied on the Thursday (Afternoon). Each night they will be collected before supper and the marking of the logbooks will take the following format:

- Thursday Logbook entries – Marked on THURSDAY Night.
- Friday Logbook entries – Marked on FRIDAY Night.
- Saturday Logbook entries – Marked on SATURDAY Night.

All event logs will be returned to the patrol each morning BEFORE the day's activities. Whilst we will try to ensure that all logbooks are collected at the appropriate times, failure to submit a logbook at the allocated time will result in a mark of zero for the day's entry.

Note: More details in *Appendix A*.

Note: **Check out the link below for the Log Book Resource released by the Scout Team.** It will provide you with all you need to know in writing a good log, but remember if you have your own technique in your own troop and it fulfils the criteria above then stick with it.

<http://scoutteam.org/wp-content/uploads/2014/07/Patrol-Log-Scout-Youth-Version.pdf>



8. General Campcraft

Camping in a Scout context can take a number of forms, but generally two distinct types of camping are undertaken:

- Lightweight Camping
- Standing Camping

Lightweight Camping - This generally involves short term camping, or camping 'on the move'. It involves lightweight equipment, as more often than not the camper carries all of his or her equipment, including tentage and cooking gear. Many activities in Scouting make use of lightweight camping, including MPCs/Sionnachs, The Explorer Belt, survival challenges, or indeed any activity that requires a 1 or 2 night stay.

Standing Camping - This generally involves longer term camping, where the camper is based in the one campsite for a period of days or even weeks. Because a longer term stay is being made, the effort required to provide more comfortable living conditions is justified. More equipment is used and more time can be spent constructing a campsite. Annual Camp is often the main occasion that a standing camp set-up is used, but it can also be used on weekend camps like the Phoenix.

Both types of camping call for the development of various skills. Between them they provide many programme opportunities.

Campcraft can be said to be the set of skills that apply to Standing Camps. These include:

- Erection and maintenance of relevant tentage
- Construction and maintenance of campsite gadgets
- Food storage and hygiene
- Cooking
- General campsite safety and hygiene

8.1. Campsite Gadgets

The question needs to be asked, why construct gadgets from timber and rope in the first place? Indeed, it may be asked, why do we simply not use fold out camp tables and benches, etc, when on standing camps? Before going on to look at the various approaches to constructing campsite gadgets, it is important to know why we should bother to construct them in the first place.

- The patrol is required to work together as a team to construct the site.
- The site requires maintenance by the patrol, which in turn demands organisation on behalf of the patrol.



- There is a major sense of achievement to be gained by the patrol being able to say 'we made that'.
- It is a very different sort of camping to that undertaken by families or other youth groups, and is identifiable as 'scout camping'.
- Campcraft is the only scout skill unique to scouting.

8.1.1. Approaches to Constructing Campsite Gadgets

There are two basic approaches that can be taken when constructing gadgets for camp or any other activity.

Pre-prepared: In this approach, timber is collected well before the activity, and is cut into various lengths. Patrols design gadgets for the various parts of the campsite and practice the construction of these. The timber can then be stored in bundles ready for use when next required.

On-the-spot: With this approach timber is gathered at the site of where it will be used and patrols construct gadgets with the available timber. Gadget designs used by patrols may be based on gadgets built previously, but will often vary due to the differing amounts of timber that may be available from site to site.

There is much to be said for the ingenuity required in constructing campsites with whatever timber is available at any given site. However, timber is rarely available in great quantities at any recognised campsites, and even if the campsite happens to be near to a forest, cutting of fresh timber for every camp cannot be regarded as being very environmentally friendly.

There are a number of advantages to a troop adopting the pre-prepared approach.

- Basic principles in gadget construction can be taught to patrols before the camp.
- Patrols can design their own gadgets in advance of the camp, giving them the chance to 'play around' with different ideas.
- Quantities of timber are guaranteed, which means that the basic gadgets required for a comfortable camp can be constructed.
- Safe and structural sound gadgets can be built as the quality of timber is assured.
- Additional responsibility is put on the patrols to ensure that their timber is prepared and ready for the activity.

Of course a major disadvantage to the pre-prepared approach is that all this timber has to be 'lugged' with the troop to the activity. The availability of suitable transport may in turn limit the amount of timber that can be brought on any one trip. Likewise the timber needs a place to be stored when not in use, and this may be a concern for troops who do not own their own property.

There is also a danger that 'set' gadgets will be used by all the patrols within a troop. While over a number of years, favourite designs may, and probably will, develop within a



troop, patrols should be encouraged at all times to experiment and come up with new designs for campsite gadgets

8.2. The Phoenix Challenge & Campcraft

The Phoenix Challenge has a number of functions within the Scout programme. Many of the challenges on the activity will test a patrol's ability to adapt to different situations and to solve problems. However, this is not the primary aim of the Campcraft section of the event.

Just as the MPC/Sionnach programmes promote lightweight camping standards, one of the chief roles of the Campcraft section of the Phoenix is to promote the use of Campcraft skills and to set basic standards for their use. It is hoped that by promoting Campcraft skills in this way that troops will in turn incorporate a high standard of these skills into their standing camps and in patrol activities throughout the year.

While it is true to say that there is no one 'right' way of doing Campcraft, there are a number of basic principles and rules to be observed when constructing a campsite, from the pitching of a tent, to the storage of food, to the construction of a gadget. These principles and rules form the basis for the Campcraft guidelines issued for the competition.

When it comes to designing gadgets, the guidelines should be kept in mind at all times. They ensure that a gadget is going to be safe and will function as required. In this way, basic standards of Campcraft are maintained, while individual patrols are still free to produce their own designs.

Beyond the promotion of Campcraft skills, the Campcraft section of the Phoenix will also test a patrol in a number of ways.

- **Leadership and teamwork.** The building and maintaining of the campsite will require the PL to be in charge and for the patrol to work together over the four days.
- **Organisation.** The patrol's ability to have an organised approach to a task is tested to the full, as will be their time management skills while constructing the campsite.
- **Delegation.** There will be much work required to maintain a campsite over the duration of the event, and the patrol's ability to divide up and carry out these various tasks will be tested.
- **Safety & Hygiene.** A patrol's ability to maintain a safe and hygienic campsite over the four days is well and truly tested. It should be stressed at this stage that this area will be of major importance at this year's event.

In short, the Campcraft section of the Phoenix is a major test of the patrol's ability to work together as a unit.



8.2.1. Campcraft Guidelines

These guidelines are intended to explain to a participating troop what the examining team will look for the duration of The Phoenix Challenge. This year the Campcraft Team will be putting a strong emphasis on the functionality of the site and its usability, they will look for the knots/lashings to be of the correct type, neat and tidy, and tight and it is also possible to combine a number of the functions below into 'one section' of a gadget, as opposed to have all of the listed gadgets below as individual pieces of the campsite.

Note: **Please read all of the following information carefully and refer to Appendix A for more detailed information relating to campcraft and inspection guidelines**

8.2.1.1. General Information

- The size of the site will be **156m²** for **all** patrols (12mx13m). Sites will be marked out in advance, and patrols should not alter their allocated site. **Note** that every best effort will be made to ensure that all patrols are given a square site; however some sites may vary slightly from this to take account of the space available in The Phoenix Challenge camping field. **Also the front 1m of the site will take the form of a moat and should have a boundary around it and the entrance should be over it. So the usable site will be 12m deep and 12m wide.**
- Prior to the opening of the Phoenix patrols should have all of the equipment laid out on the front right of the site and there should be no marking of gadget or tent locations. It may be in the 'moat'.
- The layout of each site is up to each participating team. Marks will go for the use of space and the design of the site.
- 'Guy lines' supporting gadgets are also not allowed, but can be used in the gate if required. **Note: All holes must be filled in for final inspection.**
- No pre-fabricated gadgets are allowed. This refers specifically to the tying of lashings (typically tri-pod / figure of eight / sheer lashings) in advance of the competition. Any such lashings found on check-in will be dismantled and there will be a penalty. This does **not** refer to table-tops, fire trays, patrol boxes, etc.
- Troops **are** allowed to have the different gadgets bundled together, colour coded for identification, etc, upon arrival if they so wish.
- Tents may be of any type. However, at least one Icelandic tent is required.
- There will be a strong focus on the Dining Shelters, their pitching, suitability of **Pegs** and ability to withstand the elements.
- Fire extinguishers **are banned** on patrol sites. Past experience has shown that, in general, Scouts do not know how to use them, and often the wrong types of extinguishers are brought. Buckets of sand and water should be provided instead, (Note: Sand buckets should be covered to protect from the elements) and fire blankets should also be provided. No gadget is required for the fire



point. However, a clearly defined fire point should be present on all sites. The Location of the fire point is important; it should be relatively central but not impeding general access to the site or any other gadget.

- Water treatment facilities need to be constructed on patrol sites. There will be a resource released from the Camping Team over the coming months to assist patrols in their design.
- The cutting of sods **is** allowed. Fire trays must be used on Alter Fires. Fire trays should be off the ground. For any Patrol that decides to use a Fire Pit the marking scheme will be adjusted to reflect this, marks allocated to the knots will now go to the maintenance of the sod and also a boundary around the fire will need to be provided for anyone utilising a ground fire.
- Please note that no equipment or timber poles/spars will be supplied to participating patrols. Each patrol must supply all of their own equipment for the event.
- **All of the site needs to be within the boundary of the site** to keep the walkways free. It will be acceptable for you Gate/Entrance to extend up to 150cm past the boundary **but any other site items past the boundary will not be marked.**
- Your Patrol Trek Cart and uniforms **must** be stored on your site at all times and both will be marked throughout the weekend.
- Between the hours of 11:00pm and 7:30am there is to be no site work. This relates specifically to the retying of gadgets.

For the Phoenix 2018 we want to be as unrestrictive as possible, we want to encourage as many different camp craft styles and gadget designs as possible. Areas that will be focused on are safety, knots/lashings, cleanliness and functionality. Also when reading the assessment guidelines please remember that these are written to help provide your patrol with a comfortable functional site for the duration of the Phoenix. You do not need exhaustive amounts of expensive equipment or find that you need to cut down a small forest to have enough timber to erect the site.

Note: Refer to *Appendix A* for more details regarding campcraft and inspection guidelines





9. Cooking and Eating

It is very important that all scouts eat healthily for the duration of the weekend and this has become a focus of the Phoenix Challenge. All food will be provided for Patrols from Thursday lunch through to Sunday lunch.

There will be a dedicated Cooking and Eating Inspection Team for the duration of the weekend and your site will be visited a number of times over the weekend. The team does not expect restaurant standard food at any visit, the emphasis is on simple healthy food, cooked well and enjoyed by all. This particularly refers to patrols that have scouts with specific dietary requirements.

This year for the test meal dinners your patrol will be provided with the 'Phoenix Cook Book' (during the event) which will contain the recipes for up to 6 typical camp style dinners with an emphasis on the theme, 'The Celts'. Each dinner will have a detailed shopping list and instructions on how it should be prepared and cooked. Each day your cook will be allowed time in the 'Phoenix Supermarket' where they will have an opportunity to 'purchase' the evening meal and collect the food for the rest of the meals. If you feel that there is a member of your patrol with extremely specific dietary requirements then please highlight this to the event organising team and it will be facilitated.

The Kitchen Equipment Required will be 2 large pots, 2 small pots, 2 frying pans and the standard kitchen utensils you would find on any summer camp patrol site, measuring jug, serving spoon x 2, ladle, spatula, tongs, whisk, potato peeler, can opener, strainer, set of kitchen knives, chopping boards x 2, potato masher.

9.1. Cooking and Eating Inspections

9.1.1. Thursday During Site Build

This inspection will ensure that a proper hot meal, of good standard, is provided during site build. Obviously the patrol's focus at this time will be on construction of the site and therefore patrols will be allowed to have this meal cooked on gas. The inspection team will be simply checking that the patrol stop for a short while and enjoy a substantial hot meal together.

Note: Meal, clean-up and wash-up must be finished within the two hours allocated.

9.1.2. Friday and Saturday Morning Inspection

Your Patrol will be assessed on both days. The team will be checking that the patrol has had a substantial breakfast (doesn't need to be a cooked breakfast) and that they have prepared a packed lunch for the patrol.



9.1.3. Friday and Saturday Evening Inspection:

Each patrol will be required to prepare an evening meal of good standard on both Friday and Saturday. Both of these meals must be prepared on the fire gadget from start to finish, including the water for wash-up.

- The evening meal should be a two-course meal.
- Either a starter **or** dessert can be chosen to accompany the main course (depending what is available in the Phoenix Supermarket)

Note: Meal, clean-up and wash-up must be completed within the allotted timeframe.

9.1.4. Sunday Morning Breakfast:

This meal is intended to be a shared meal between 4 scouts from your patrol and 4 from a patrol from another troop. Gas can be used to cook this meal.

Note: Lunches must also be prepared during this period.

We must stress that patrols are not expected to lay out the red carpet and the silver service for any meal. We simply want to ensure that every scout is eating well for the duration of the weekend. The push is on patrols to make simple food well!

9.2. Main Points for Inspection Teams

The main points that the cooking and eating inspection team will be looking for are:

9.2.1. General and Fire (if applicable)

- That the patrol is working to an organised plan
- That there is sufficient wood on site and the fire is used safely

9.2.2. Hygiene, Cleanup & Waste

- Personal hygiene (long hair tied back, clean hands)
- Raw vegetables washed (if applicable), Raw meat kept separate from everything else
- All utensils/ pots clean before starting and patrol cleaning as they go
- Everything used is cleaned up and available to be inspected. This year we are asking patrols to stack their wash-up on the Table in their Site
- Is waste and waste water disposed of correctly





9.2.3. Preparation & Organisation

- Chef competent at chopping & cooking over fire
- Timings taken into account i.e. is everything ready at the same time?
- Little food waste left at the end of cooking

9.2.4. The Food

- The meal prepared reflects what is stated on the menu
- That all patrol members have eaten a substantial meal
- Meat / veg properly cooked and served piping hot (if applicable)
- Lunch should be prepared and ready for inspection by the Cooking and Eating team before packing.

Note: There's an example cookbook available online from the Scout Team website and this will give an idea of the type of meals that we will be asking the Patrols to cook but this year there will be a strong emphasis on the Theme.

<http://scoutteam.org/wp-content/uploads/2015/05/The-Phoenix-Challenge-2015-Cookbook.pdf>





10. Environmental Impact and Leave No Trace

Over the last 2 years the Phoenix Competition has seen a massive decrease in the amount of waste created over the duration of the event so we would like to continue with this initiative this year. There did appear to be some confusion about what goes in what bin last year and whilst in the end no team was penalised for any indiscretions, there will be a firmer stance take this year as the Team feel that this is an area where we can make a real difference in relation to our carbon footprint.

Each Patrol will have provision on site for 3 types of waste:

1. Waste Liquid: this should take the form a bucket with some form of a device on top to catch any solids that might be contained in the liquid that is being disposed of. It should be cleaned out at the sub camp liquids waste area after each meal.
2. Recycling: this is for all recyclable waste except glass. All cardboard, cleaned plastic, paper etc. should be disposed of in this bin. All items placed in these bags for collection should be cleaned out.
3. General Waste: this will contain food waste, sisal and any other types of waste that is not catered for elsewhere.

The Sub-camp team will cater for glass and the emptying of the liquids disposal. All glass needs to be washed out before being placed in the glass bin and all liquid waste should be clear of any solids before being poured.

In order to return the site to its original state, care should be taken to maintain and replace any sods cut for the purpose of a ground fire.

Note: The use of cling-film or tinfoil to cover cooking utensils on a dresser is strictly prohibited.

Each Day your patrol will be provided with 2 rubbish bags, one recycling and one general. On Friday, Saturday and Sunday morning these are to left outside each patrols site and the logistics team will collect. Any patrols that are found to be in serious breach of the Waste Separation policy as described above will find their rubbish will not be collected for that day and therefore will not be assessed by the Camp Craft Team in relation to Waste Disposal. Minor discrepancies will be highlighted to the Camp Craft Team and then to the Patrol and they will be asked to rectify before the next inspection.

General advice to reduce your environmental impact:

- Practice the Leave No Trace principles
- Dispose of all waste correctly



11. Guide to Programme Bases

Friday and Saturday are the main programme days on the Phoenix Challenge. Your patrol will visit a number of programme zones where you will be presented with different tasks and projects to complete. The bases are designed to be both challenging and fun while testing your patrol in the following areas:

- Teamwork
- Leadership
- Knowledge of the Content of the Scouting Trail
- Standard and Understanding of Adventure Skills
- Time Management
- Problem Solving
- Practice of the 'Plan-Do-Review' Method of Scouting

11.1. Preparing for the Bases

The patrols that perform well in and are best equipped to complete the bases are those that actively incorporate Adventure Skills, patrol challenges and One Programme into their normal weekly scout meetings. Three resources are available (and will be invaluable!) to your patrol in the lead up to the Phoenix Challenge to assist you in your preparations for the bases; The Scouting Trail, the Adventure Skills book and the Scout Team Resources.

The Scouting Trail is a very good place to start when it comes to planning a base with your patrol. If you are faced with a task involving an unfamiliar skill or technique, you are free to consult this book to give you some helpful tips or to point you in the right direction.

The bases are usually drawn from one or more Adventure Skills and as such, a good knowledge of levels 1-6 of every skill is greatly encouraged. Every patrol member is not required to have attained a level 6 in every skill, but a familiarity with the content of each of the levels is very useful.

Every week, the Scout Team releases a series of skills cards and resources via the Scout Team facebook page, the Scout Team website www.scoutteam.org and Inside Out magazine. As well as providing patrols with good programme ideas, they also cover many of the key skills that patrols might encounter in the bases!

11.2. Tackling a Base

Sometimes patrols feel that in order to attain higher marks, they need to put on a performance for the base markers. This approach to the bases is discouraged. Bases should



be treated as a regular patrol activity that you might do in your normal weekly scout meetings. They should be fun and challenging and your patrol's main objective should be to focus on what the task is, how best you can approach the task, what skills each patrol member can bring to the task and how you will complete the task.

If your patrol encounters a skill or problem with which you are unfamiliar, you shouldn't be afraid to ask the base staff for some help or advice. Generally speaking, when a base involves a specific Adventure Skill, the base staff will demonstrate elements of the skills required to give patrols with less experience a better chance of attempting the task as best as they can. For more experienced patrols, these demonstrations should strengthen what they already know. At the beginning of the base, you will be provided with clear instructions of what it is your patrol must do in order to complete the base. Using these instructions, the patrol members should briefly plan and discuss any ideas they may have on the base, divide the tasks and finally, attempt to complete the tasks to the best of their ability.

The Patrol Leader may wish to lead the patrol in the planning of the base and the carrying out of the tasks or they may choose to nominate a Task Leader to do so in their place. This might be beneficial if you have a particular patrol member with better experience of a required skill. For example, if you have to navigate an orienteering route as part of a hillwalking base, it would make little sense to rely on a Patrol Leader who hates hiking to lead the base, rather than a patrol member with 10 Sionnach/MPC expeditions under their belt!

While it is important to do your best to complete the task assigned to your patrol, it isn't the end of the world if you are unable to do so. It is just as important (if not more so) that your patrol is able to;

- A. Identify and understand the required skills,
- B. Demonstrate these skills and
- C. Plan and work together as efficiently as possible in the given time.

11.3. Lughnasa

Lughnasa was a Celtic Festival marking the beginning of the harvest season. To celebrate Lughnasa, Your Patrol will be asked to devise a market stall using surprise materials that will be provided to you on Thursday morning. Your stall involve an act, a game or items to trade with other Patrols. In a change to previous events, you do not need to bring or prepare anything in advance for this aspect of the event; it will be up to you to be inventive and use the items you have been provided with!



Each patrol will be marked during the Lughnasa Festival. There is a trophy for this section of the challenge, but the points will not count towards the overall competition total. This is more of a creative section of the challenge should not be ignored or overlooked.

The criteria each patrol should work towards are:

- A site of 3m x 3m will be marked out and available to each patrol, their stall/activity area should be no bigger than this.
- Your patrols are encouraged to wear costumes to suit or enhance your market stall.
- Stalls should incorporate the theme of the Celts.
- Marks will be awarded for the imagination and creativity involved in the stall/activity.
- Marks will be awarded for the interaction of the patrol with other patrols throughout this event.
- Marks will not be awarded for the amount of currency collected throughout the trade fair.
- The aim of the trade fair is for patrols to socialise with each other, especially with patrols from outside their own subcamp and also for everyone involved to have a fun evening.

11.4. Trek Cart Challenge

Patrols will take part in a Trek Cart Challenge over the course of the weekend. Trek Carts must be fit for use and safe for a Patrol to run with. All Trek Carts will be inspected by the Programme Team before use. Any Trek Cart deemed not suitable for use will not be allowed to take part. For the safety of the team, all members must wear bicycle helmets or equivalent. Guidelines on building a Trek Cart are available via the www.scoutteam.org website.

11.5. Campfire

The Campfire takes place on Thursday evening.



12. Incorporating the Theme

The theme for the Phoenix Challenge 2018 is the Celts. It ties all parts of the programme and helps create atmosphere of fun and adventure. We hope all patrols get into the spirit of the event, and try to include the theme in their own way. It's a good idea to do some research into ancient Celtic life to obtain some ideas to be used in your Patrol signs, logbook, costumes etc .. A small number of marks will be awarded to each Patrol for their incorporation of the theme into their Patrol site.





13. Additional Points of Note

13.1. Site Access

Access to the site will be controlled by the stewarding staff.

Check in time on Wednesday is from 7.00pm to 10.00pm and Thursday from 8.00am and no later than 10.30am.

13.2. Event Completion Time

The Event is scheduled to finish at 3:30pm on Sunday 19th August.

13.3. Uniform Requirements

Full and correct Scouting Ireland uniform must be worn at the Closing Ceremony only. Uniforms, however, should be onsite at all times over the course of the weekend where they will be inspected. With respect to the footwear, boots / shoes will be acceptable.

13.4. Sub-Camp Staff Support

Your Sub-Camp Staff are there to help you - if you require any information on any of the activities over the course of the weekend, ask the staff - if they don't know the answer they'll find out. If you need anything, or have forgotten anything, see your Sub-Camp Chief.

13.5. Phoenix Challenge Staff

The Phoenix Challenge Staff are there to ensure you enjoy your weekend. Be polite to them - you might need them to help you with something. If you should see anyone wandering around the Sub Camp not wearing the Staff neckerchief please report him or her to your Sub Camp Chief.

13.6. Patrol Property

All property, both personal and patrol, is entirely the responsibility of the Team Members, no responsibility will be taken by the Activities Organising Team.



Appendix A: Campcraft and Inspection Guidelines

Appendix A: Campcraft Assessment Guidelines

The following will be assessed over the duration of The Phoenix Challenge.

(A) The Site. This will include assessment of the following:

- Sleeping Tent(s)
- Store Tent/shelter
- Dining Shelter
- Campsite Gadgets, to include:
 - a) Table & Seating
 - b) Alter Fire
 - c) Food Preparation Area
 - d) Waste Disposal
 - e) Dresser
 - f) Washing Area
 - g) Wood Pile & Chopping Area
 - h) Gate Way
 - i) Uniform Storage Area
 - j) Store Tent
- Boundaries
- Fire Point
- First Aid Kit
- Trek Cart
- Layout and use of space

Note:

It is of primary importance that all patrols build a site that is safe for their use over the duration of The Phoenix Challenge. With this in mind patrols should only construct **safe** gadgets that they can competently build. I.e. bringing a fold out table and chairs is better than a poorly constructed table & seat.

(B) Safety. Site safety is of paramount importance.



- During all visits by the campcraft inspection teams, site safety will be assessed. Patrol Leaders will be notified by sub-camp staff if any parts of their site are deemed to be unsafe, and consequently will be expected to make corrections.
- The correct storage of all equipment, but especially axes, saws and gas appliances, is of great importance.
- The safety of the fire area will be highlighted this year and patrols must ensure that this campsite feature fulfils all requirements.

(C) Hygiene & Cleanliness. Along with site safety, hygiene & cleanliness are probably the most important aspects of campcraft. As with safety, these will be assessed on all visits by the campcraft inspection teams.

Food should be stored correctly at all times. This especially refers to perishable foods. The scout team will be providing a sufficient number of ice blocks to each patrol over the weekend and these will be rotated in and out on a daily basis. Patrols should bring with them 1 standard Cooler box and on heavy duty freezer bag so that meat can be kept separate from other items.

Cooking and eating utensils, as well as all work surfaces and cookers, should be properly cleaned after each use.

(D) Availability of Water & Fire Wood. There should be an ample supply of both on your site at all times. You will need to ensure that you have enough supplies to keep the alter fire as a functional fire for cooking food, boiling water etc.

In addition please be advised of the following Campcraft Inspection Timetable:

Inspection 1:	Thursday Afternoon	Tents, Table & Seating Progress, General Site
Inspection 2:	Thursday Evening	Table & Seating, Fire, Gate, Boundaries, General Site
Inspection 3:	Friday Morning	Tents, Fire, Wash Stand, Patrol Equipment
Inspection 4:	Friday Afternoon	Dining Shelter, Dresser, Food Storage, General Site
Inspection 5:	Friday Evening	Gate (As Pioneering Project and marked by PLs)
Inspection 6:	Saturday Morning	Tents, Table & Seating, Prep Table, General Site, Equipment Storage
Inspection 7:	Saturday Afternoon	Uniform, Fire, Axe and Saw, Food Storage, Fire Point, Trek Cart
Inspection 8:	Saturday Evening	Icelandic Style Tent
Inspection 9:	Sunday Morning	Personal Equipment, Patrol Equipment, Site, PL/WL





Note: Inspection 1, 2, 5, 8 and 9 will carry 300 marks each and Inspection 3, 4, 6 and 7 will carry 600 marks each giving a total of 4200.

Appendix A: Inspection Guidelines

Guidelines for Tentage (Sleeping/Store)

- Tent poles must be straight and in line with the type of tent being used.
- Pegs for the guylines must be at the correct angle of 45°
- Walls should be taut to prevent water getting in but not so taut that they will rip if it rains. It should not be necessary to loosen/slack these at night.
- Doors must close correctly with no stretching or gaps between the two sides of the doors.
- Guylines must be used correctly in accordance with the type of tent being used.
- Everything should be neat and tidy with sleeping bags rolled up and everything packed into rucksacks.
- Where dome/lightweight tents are used; the inner tent does not need to be removed during the day. The inside of the tent should be clean and tidy. Where there is a ground sheet in the porch this should be rolled back if possible to allow the ground to breathe.
- Where canvas tents are used the ground sheet should be rolled back during the day to allow the ground to breathe. The side walls of the tents do not need to be rolled up.

<http://scoutteam.org/wp-content/uploads/2014/07/Pitch-Dome-NEW.pdf>

<http://scoutteam.org/wp-content/uploads/2014/07/Pitch-Icelandic-NEW.pdf>

Guidelines for the Chopping Area

- The ground within the chopping area must be protected with some form of sheeting and large enough to allow safe use of the axe and saw, **an axe and an arm length all round** is a good guide for a safe chopping area.
- There must be some form of boundary around the chopping area.
- With regards to the axe and saw if they are not visible in the chopping area it doesn't necessarily mean that they don't have them. They may be stored in the store tent. Wherever they are stored, the storage should be safe.
- At least one member of the patrol should know how to use an axe correctly

<http://scoutteam.org/wp-content/uploads/2015/05/Chopping-Area-Designs.pdf>

<http://scoutteam.org/wp-content/uploads/2016/04/Hand-Axe-Safety.pdf>



Guidelines for the Site Layout

- The site layout will be marked on the positioning of the gadgets. This will be done on the basis of usability. For example, placing the food preparation gadget, the fire and the chopping area in three different corners of your site might not be a good use of space as they will often be used together.
- As a safety precaution when possible all tentage should be the furthest point from the fire; this includes an awareness of other patrols tents. Fires **will have to** be located in the front of the site. In addition, patrols will be informed on which side of the site the fire should be placed, this will allow for the fires of adjoining sites to be close together and away from all tents (closer to the event Patrols will be informed if their fire should be on the left or the right hand side of their site).
- Use of space

Guidelines for the Altar Fire/Fire Pit

Every year the altar fire is a big safety issue. For the fire to be used the following criteria must be adhered to:

- Secure structure/Sod cut correctly
- Lashings tight. If not using tripod style altar fire, the gadget must be secure and safe to use/Is the Fire Pit cordoned off
- Fire tray should not be free to move
- Height of the fire tray to be 45cm to 75cm/Is the surrounding ground protected

If any fire is deemed to be unsafe to use the Patrol will have an opportunity to improve the gadget before they will be allowed to use it. The campcraft/subcamp teams will work with the patrol to find a solution here.

<http://scoutteam.org/wp-content/uploads/2015/02/Camp-Altar-Fire-Designs.pdf>

Note: Each patrol must have the means of cooking on gas for the weekend

Guidelines for the woodpile

- The woodpile will be marked for its structure, lashings and functionality
- Timber must be graded into three sizes, kindling as a starter and a heavier grade to keep it going it must also be protected from the elements



- There must be ample timber to complete your test meal dinners all other meals can be cooked on gas

<http://scoutteam.org/wp-content/uploads/2015/05/Woodpile-Designs.pdf>

Guidelines for the boundaries

- Correct knots used on boundaries, the round and two half hitches is used to start and finish and the clove hitch or the marlin spike are used on the intermediate boundary poles
- Boundaries taut
- Poles in line
- Waist High

Guidelines for the table and seating

- All Scouts should be able to fit comfortably at the table
- The table should be at the correct height and in accordance with the seating
- Table top should be a flat piece of wood and should be secured to the gadget so it doesn't move
- Structure and lashings

<http://scoutteam.org/wp-content/uploads/2016/05/Building-a-Table-Seats.pdf>

<http://scoutteam.org/wp-content/uploads/2015/02/Camp-Table-Designs.pdf>

Guidelines for the fire point

- This does not have to be a gadget but needs to be clearly identified
- It should be centrally located but does not need to be in the middle of the site, it should be located in an area between your fire and your tents
- The fire point should consist of a fire blanket, bucket of sand and a bucket of water

Guidelines for the waste disposal area

- **Three** provisions for rubbish as follows:
 - Recycling: this is for all recyclable waste except glass. All cardboard, cleaned plastic, paper etc. should be disposed of in this bin. All items placed in these bags for collection should be cleaned out.
 - Waste Liquid: this should take the form a bucket with some form of a device on top to catch any solids that might be contained in the liquid that is being disposed of. It should be cleaned out at the sub camp liquids waste area after each meal.
 - General Waste: this will contain food waste, sisal and any other types of waste that is not catered for elsewhere.
- Glass bins will be available on the subcamps
- Bins should not be over full
- Bins must be covered



- Structure and Lashings

<http://scoutteam.org/wp-content/uploads/2015/02/Camp-Waste-Disposal-Designs.pdf>

Guidelines for the Store Tent gadget and Storage

- It's very important that food and non-food are stored separately to prevent cross contamination
- Equipment stored separately (tools should be stored in a patrol box safely)
- Cleaning equipment separately
- Cool box for perishable items
- All storage boxes and cooler boxes must be raised off the ground
- Tight lashings
- Area should be protected from the elements

<http://scoutteam.org/wp-content/uploads/2015/05/Store-Area-Designs.pdf>

Guidelines for the dresser

- The gadget will be marked for design and the use of traditional scout materials in the build (Plate racks made from timber etc) it must also be used for intended purpose. ie pots, utensils etc stored on the gadget
- Tight lashings
- Gadget tidy
- Items clearly off the ground

<http://scoutteam.org/wp-content/uploads/2015/02/Camp-Dresser-Designs.pdf>

Guidelines for the wash area

- This can be a separate gadget to the dresser for utensil washing and will be marked for its design and function
- Lashings
- The height of the basin
- Safe structure
- Provision should be made for the storage of water containers
- Separate basins should be provided for utensil and personal washing

<http://scoutteam.org/wp-content/uploads/2015/02/Camp-Washstand-Designs.pdf>

Guidelines for the dining shelter

- Ample shelter to cover the entire patrol
- All guylines used
- Suitable Pegs used and 'large' pegs used on all corner guylines
- Ease of access in and out from the shelter



- Adequate cover from the elements

<http://scoutteam.org/wp-content/uploads/2015/06/Dining-Shelter-Designs.pdf>

Guidelines for the food preparation area

- Adequate space for the preparation of food
- Height of the work surfaces
- Is the structure safe to use
- Clean surfaces to prevent cross-contamination

Guidelines for Uniform Storage Area

- Adequate room to hang all 8 uniforms
- Uniforms are protected from the elements

Guidelines for Uniform

- Scout Shirt
- Neckerchief (Troop)
- Woogle (Can be of any type Bought/Made, but no an elastic band, gogo etc)
- SI Trousers, long or short
- SI Belt
- Black Shoes or Hiking Boots (No runners, Cons, Vans etc)
- Socks, dark colour; navy or black
- Badges: Progress Scheme (Tera Nova, Discovery etc), Adventure Skills etc
- Appearance of Uniform

Guidelines for Icelandic

- Can the flaps of the Tent fully close
- Are correct pegs used for Guys and Walls
- Are the pegs at the correct angle
- Are guys straight and inline
- Are pegs in line
- Are Corner Guys correctly angled
- Is the tent storm lashed
- Are poles straight and inline
- Is the centre pole in place
- Are vents open, (if available)
- Are walls taught and straight (allowances will be made for uneven terrain)
- Overall appearance of the Tent



For the past number of years the Campcraft Team have discussed the requirement for the 'Icelandic' type tent on the site and each year the consensus has been that the skill required to pitch this type of tent is one that all scouts at the Phoenix Challenge should have, one that they should be assessed on and in today's wide array of tents that are available the Icelandic is synonymous with Scouting. If for any reason that your troop does not have access to an Icelandic, Ridge Tent then please contact other troops in your County, we are sure that they would only be too willing to assist.

Guidelines for the Gateway (as Pioneering Structure) (See below for more info)

- Is the entrance clearly marked by the structure and does it function as a gate/entrance
- The correct lashings need to be used and they should be neat, tight and tidy
- The Gate needs to be sturdy and safe for the patrol and visitors to use
- There needs to be a Patrol/Troop Sign on the structure
- The structure needs to span the 'moat' allowing safe and easy access to the site
- As a Pioneering Structure is there a level of complexity/difficulty to the build

Last year's competition saw a drop in the complexity of entrance structures so we would encourage all patrols to use their imaginations when it comes to the design of their entrance. The Gate/Entrance will be assessed as a Pioneering Project as well as marking the entrance to your site. It does not need to be free standing and it can be erected with a small extension outside the boundaries, up to 150cm.

As well as the gate being marked using the criteria above, this year there will also be a separate 'Pioneering' award that will be made to the patrol the is judged to have the best and most creative entrance as a Pioneering Project. This will be assessed by 2 adjudicators who are not part of the Camp Craft team and will hopefully reward some of the fantastic work that will be on display over the weekend.

<http://scoutteam.org/wp-content/uploads/2015/06/Gateway-Designs.pdf>

GENERAL NOTES:

On all gadget items, the suitability of the design, the soundness of construction and the standard of lashings are assessed at all times. Safety will be assessed during all inspections. Your patrol's site will be marked for hygiene and cleanliness at each inspection this includes no rubbish around the site, all tools stored safely, and the bins less than $\frac{3}{4}$ full, water barrel full, table/prep area clean and basins empty while not in use.



All gadgets should be used for their purpose at all times. Gadgets built but not actually in use, for example a dresser without pots on display, etc, will not be able to gain maximum points.

Depending on design, some of the gadgets mentioned may be combined into one gadget. Alternatively, some of their functions may be separated into different gadgets. Regardless of the design used, it is important that all the functions of the items listed are catered for on the site.

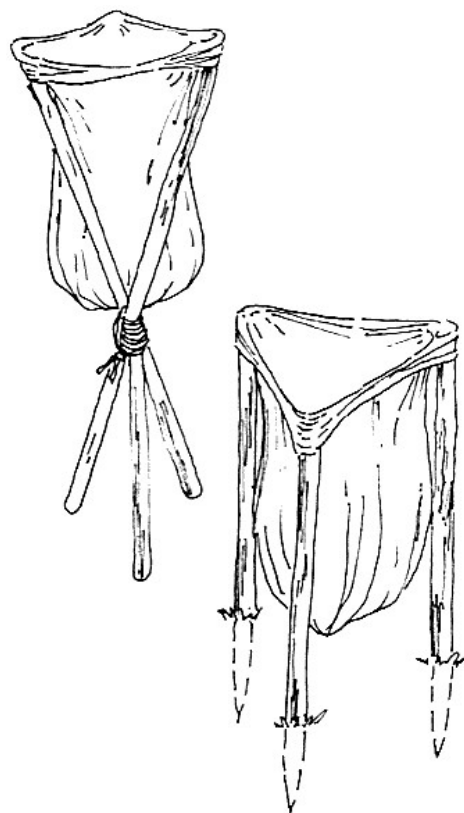
A note about Tri-pods & Quad-pods

Where free-standing campcraft is used, the majority of gadgets are built using Tri-pods or Quad-pods. It is important that these items are **braced correctly**. Failure to do so can result in a structure collapsing if knocked against. This would be especially dangerous in the case of tables and alter fires.

<http://scoutteam.org/wp-content/uploads/2015/04/Campcraft-Tying-Quadpods.pdf>

<http://scoutteam.org/wp-content/uploads/2015/04/Campcraft-Tri-Quadpods-braces.pdf>

- In the case of Tri-pods, braces should be lashed on around the three sides of the structure, preferably with the braces low to the ground (especially on heavier gadgets). An alternative is a T-bar structure, although this can allow the back leg to swing if it is not done correctly.
- In the case of Quad-pods, diagonal braces or braces on all four sides should be used, again preferably low to the ground.
- Where one of these structures is braced by other parts of the gadget, then there may not be a need to use braces as described above. The important point is that on any tri-pod or quad-pod, none of the legs should be free to move. If in doubt use one of the above systems.
- Bracing on all gadgets should not be a hazard to your patrol walking around the site; it should not stick out further than 6 inches to avoid this.



Typical Basic Designs for waste disposal gadget:

(Note: you do not have to use one of these designs)