

Patrol Camping

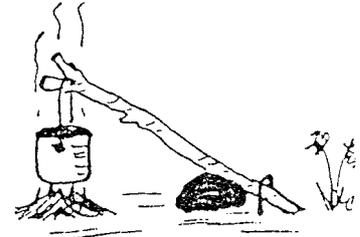
Does your Patrol want to have a go at Patrol Camping? Think it's all a bit scary? Read these Notebook Pages and have a chat to a Leader...

Q. *Who can go patrol camping?*

A. Anyone.

Q. *But no one in our Patrol has their Camping Trefoil 3.*

A. Have you tried a day camp? No qualifications needed.



Q. *Where can we go?*

A. Any campground ratified by Guides Queensland (ask your leader for the Campsite Directory)

Q. *What could we do at a day camp?*

A. Build a camp kitchen, count the clouds, make a sand castle, make and sail a raft.

Pretend you are: ancient cavemen, spacemen, stranded on a desert island, mute for the day (no talking all day), great inventors, mutants, the first guide patrol, movie stars, recording artists, butterfly collectors, bird watchers, doing a flora and fauna survey, conservationists. Play a wide game, share your thoughts about life, cook using solar power, build a bush shelter, get someone to take you canoeing, light a fire with one match. Hold a speed race erecting a tent, building a flagpole, decoding a message, making a bedding role, boiling the billy.

Q. *Hey that was fun. Can we have a real patrol camp and sleep in the tent?*

A. You certainly can.

Q. *Well, where do we start?*

Finding a Leader...

Whilst you will be responsible for running the camp, you need to have a responsible adult on site. Ask a leader with camping qualifications if she has a spare weekend to go with you. Once you set a date, then it's up to you. She may help you prepare. If not ask someone else. Check with the leader on exactly what you have to do. She will know. It's really fun, but you have to be sure you can all look after your things while in camp.

Do a Skills Survey...

It's unlikely your patrol will all of the same camping skill levels. You may have a member who has just joined, and another who is nearly ready to join the district Ranger Guide Unit and start doing expeditions. So it's a good idea to do a quick check to see where everyone is at with their camping skills.

- Have you all been to camp?
- Make a list of the relevant badges everyone has.
- Use the "Where r u @" With Your Camping Skills checklist.



Now write a list of the skills your patrol is going to need at camp. Do you have at least two people with each skill needed? If not use the time before camp to get the skills needed.

Planning the Camp...

With your patrol, plan what you will eat and when, how much food you need, and what it will cost. If you want to camp in a special place, make sure you ask the leader to book it in plenty of time so you don't miss out. Find out if there is a camping fee and how much it is. Have you got tents and cooking equipment? If not, where will they come from? Is there a hiring cost? Add this on to your camp costs.

Now the best part - what will you do at camp? Choose a theme. It's easier to plan activities. You could be pirates, pop stars, native animals, lost in space or native americans. Disneyland or Hollywood cartoon characters, models, whatever your patrol decide.

Now get down to planning what you're going to do on camp...

Think about: boating, wide games, fashion parades, campfire, Guides' Own, star gazing, painting with natural materials, pioneering, swimming, competitions, hiking, sitting in the bush, a midnight walk, cooking your breakfast on the beach, making a fancy flagpole (and even a camp flag especially for your patrol), making a waterslide, and a million other things. Ask your patrol they probably have even better ideas.

Check with the leader about your program so that if you need someone with special qualifications (like you do for water activities) she can arrange them for you.

Spend your patrol time at guides making a camp notice board for your program, and your menu, and a duty list of who will do what. Plan it round your theme. Make it bright and attractive so when you come home from camp you can display it in your patrol corner.



Check again with the leader to make sure you have done the right things. Have you got permission forms back from everyone's parents? Have you organised transport? Who will buy the food? How will you keep it in camp?

Great. Now off to camp and have some fun. Lots and lots of fun. This is what guiding is about. A patrol doing their own thing and making their own decisions. Remember the leader is nearby if you need help.

So you had a great time?

Want to go again? Have you thought about gaining your Camping Trefoil 3? Look in your copy of Look Wider Still. It tells you what you need to do. In the meantime, you can continue to patrol camp, as long as you can find a qualified leader to go with you. Perhaps to show your thanks for her giving up her weekend, one of your families could have a meal ready for her when you get back from camp.

You have gained your Camping Trefoil 3? Fantastic! Now I suppose you are looking for more challenges?

WHY NOT...

- A back to basics camp (with lats, screening, lashed gadgets).
- Building a shelter to sleep in. - Yes, no tents.
- Camping where you have to carry in your own water?
- Have a theme based around another culture (clothing, menu, program, language).
- You all sleep at least three feet off the ground.
- Build a sturdy raft, big enough for your whole patrol and sleep on it overnight.
- Use lightweight equipment.
- Have a no-cook menu.
- Have a menu that is prepared, cooked and eaten without utensils (cuts down on the washing up).
- Invite a younger guide to join you for the day.
- Invite a patrol from another unit to camp near you and share some of your activities.
- Camp on an uninhabited island (make sure you have permission first).
- Invite the local ranger guide unit to camp near you. Share some activities with them.