



Powahay's Fall Camporee

MISSION POSSIBLE

Oct. 14-16, 2022
Hoyt Scout Reservation
Hosted by Troop 35 Darien



LEADERS GUIDE

REVISION 10/8/2022

Registration at

<https://mycouncil.ctyankee.org/Event/940>

Fee is now \$20/person

SPL/ADULT LEADER ZOOM MEETING

Sunday, October 9, 2022

Details for the Camporee Prep Zoom call:

Zoom app, enter meeting ID: 990 9346 9156—Passcode: 245448

To join using a web browser, click here:

<https://alliancebernstein.zoom.us/j/99093469156?pwd=VndHR0FN1E2bGtWa0JwSHBJU2E3dz09>

Dial-in: US: +16465588656,,99093469156#,,,,0#,,245448

Questions:

- Registrations, campsite assignments, etc -- John Hanks at info@powahay.com, 203-219-8282
- Program and camporee activities -- T35 Scoutmaster Craig Schorr craig.schorr@yahoo.com

Your Mission . . . Should You Choose to Accept it . . .

At this time, a rogue agent known as the Jackal, has stolen royal emeralds. That could create a major international incident if they are not recovered and returned to a small but wealthy kingdom. Your Mission . . . Should you choose to accept it . . . is to find and return the stolen royal emeralds and capture the Jackel.

Your Mission: Leave No Trace!

As always, should you or any of your IM Force (Patrol) be caught, the Secretary will disavow any knowledge of your actions. This Guide will self-destruct in five/ten seconds. Good luck, Patrol.

Join us for a "Mission Possible" Spy Theme weekend. If you live by the Scout Law/Oath, then any challenge is "Possible!" Troop 35 Darien is the host Troop and is planning an exciting weekend of fun stations and activities.

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UPDATES AND REMINDERS AS OF 10/08/22:

New Policy on Rosters: Gone are the days that we can accept check-in rosters with names scribbled on a piece of paper. It should be readable and contain the following:

- Name of Scout or Adult
- Emergency contact – Cell phone and email.
- Parent Contact for Youth – Phone, email and address
- Medical/Health Alerts - campers with limitations, special needs, recent illnesses, allergies, medications that could affect their participation and other health issues.
- Please remind Scout parents and Adults that Council provides Umbrella Medical Insurance for medical treatment due to accidents at a camporee.

We need your help! We have limited district staff and need help with Friday night and Saturday Morning Parking. Please let us know if you can provide volunteers.

- **IMPORTANT:** in addition, we are asking each Troop to provide an adult in the parking area to guide your arriving Scouts to your Campsite.
- Please ask your drivers to unload as quickly as possible and if they are not staying, to leave ASAP.

PARKING PASS: You will find a Parking Pass in this packet, please make sure all vehicles' entering Hoyt has one visible in the windshield.

Personal Gear:

- **Blindfolds:** A couple of stations requiring blindfolding Scouts. Each Scout needs to bring a blindfold. Sleep masks can be purchased at a local drug store.
- **Flashlights** needed for one station.

Cooking Contest: Sorry, we had to preorder supplies for the cooking contest and have limited that to 9 teams. Cooking Teams are registered through the sign-up link.

AOL Webelos: Not AOL Webelos attending may have a hosting Troop (not all of our Towns are represented). We are asking Troops to help us find patrols for these Webelos. Brian Sullivan will be coordinating AOL participation.

Adult Leaders: SPL'S (and other youth leaders) should be coordinating the program and activities between themselves. **Adult Leaders are asked NOT to give instruction directly to the HOST SPL.** Please direct these comments to Scoutmaster Craig Schorr.

Cell phones: We have used successful texting messages in past camporee for camporee communications. Please allow cell phones for SPL's and patrol leaders for this purpose.

ALERT – No closing ceremony on Sunday. The program ends at the campfire. PLEASE (we've had problems with this) make sure all campfires are properly distinguished.

PATROLS should consist of 8 Scouts. Smaller patrols may be combined with other patrols.

Added to this Leaders Guide:

- Schedule: Showing Camporee and Cub Scout Field Day Schedule
- Stations and activities
- Updated campsite and station map
- Campsite Inspection
- Leave No Trace Award

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MISSION POSSIBLE CAMPOREE		DREAM BIG CUB SCOUT FIELD DAY	
Friday - October 14, 2022			
2:00 PM	Camp Open for Staff	2:00 PM	Cub Scout Program Starts on Saturday
5:00 PM	Camp Open for Troops Check-in/Registration	5:00 PM	
5:30 PM		5:30 PM	
6:00 PM		6:00 PM	
6:30 PM		6:30 PM	
7:00 PM		7:00 PM	
7:30 PM		7:30 PM	
8:00 PM		Movie Jackson Pavilion	
8:30 PM	SPL/Scoutmaster Meeting - Ranger Station	8:30 PM	
9:00 PM		9:00 PM	
9:30 PM		9:30 PM	
10:00 PM	Taps/Quiet Time	10:00 PM	
Saturday - October 15, 2022			
7:00 AM	Reveille	7:00 AM	
7:30 AM	Breakfast	7:30 AM	
8:00 AM	Check-in Troops Arriving Saturday	8:00 AM	
8:30 AM		8:30 AM	
9:00 AM	PL/SPL Station Leaders Meeting Jackson Pav	9:00 AM	Cub Scouts/Checkin/Campsite Setup
9:30 AM	Opening Ceremony Promptly	9:30 AM	
10:00 AM	Station Rotation 1	10:00 AM	10:15 AM Opening Ceremony Lower Hoyt
10:30 AM	Station Rotation 2	10:30 AM	10:45 to 12 Noon Morning Activities
11:00 AM	Station Rotation 3	11:00 AM	
11:30 AM	Lunch Cooking Conest Due by 12:45 PM	11:30 AM	12:00 to 1:15 Lunch
12:00 PM		12:00 PM	
12:30 PM		12:30 PM	
1:00 PM		1:00 PM	
NOTE	2 PM Leaders Meeting Ranger Cabin	NOTE	2 PM Leaders Meeting Ranger Cabin
1:30 PM	Station Rotation 4	1:30 PM	1:15 PM to 2:45 PM Afternoon Stations
2:00 PM	Station Rotation 5	2:00 PM	
2:30 PM	Station Rotation 6	2:30 PM	
3:00 PM	Costume Contest-Haunted House/Tournaments	3:00 PM	Closing Ceremony Hoyt Jackson Pavillion
3:30 PM	Ultimate	Patrol Scorecards due at Jackson	Overnight Camping Program Starts Pack Led Activities (see Leaders Guide)
4:00 PM	Volleyball		
4:30 PM	GaGa Pit		
5:00 PM	Chess Play (no tournament)		
5:30 PM	Dinner Time	5:30 PM	Dinner Time
6:00 PM		6:00 PM	
6:30 PM		6:30 PM	
7:00 PM		7:00 PM	
7:30 PM	(7:45 PM) gather for campfire (8:00 PM To 9:00 PM) Campfire/Awards/Closing	7:30 PM	Packs are invited to join our Scouts Troops for a Campfire Program or Packs can hold their own
8:00 PM		8:00 PM	
8:30 PM		8:30 PM	
9:00 PM	(9:15 PM) SPL Crackerbarrell	9:00 PM	
9:30 PM		9:30 PM	
10:00 PM	Taps/Quiet Time	10:00 PM	Taps/Quiet Time
Sunday - October 16 -- No programs or Closing Ceremony			
7:00 AM	Reveille	7:00 AM	Reveille
7:30 AM	(7 AM TO 10:00 AM) Breakfast/Break Camp	7:30 AM	(7 AM TO 10:00 AM) Breakfast/Break Camp
10:00 AM	Safe Trip Home	10:00 AM	Safe Trip Home

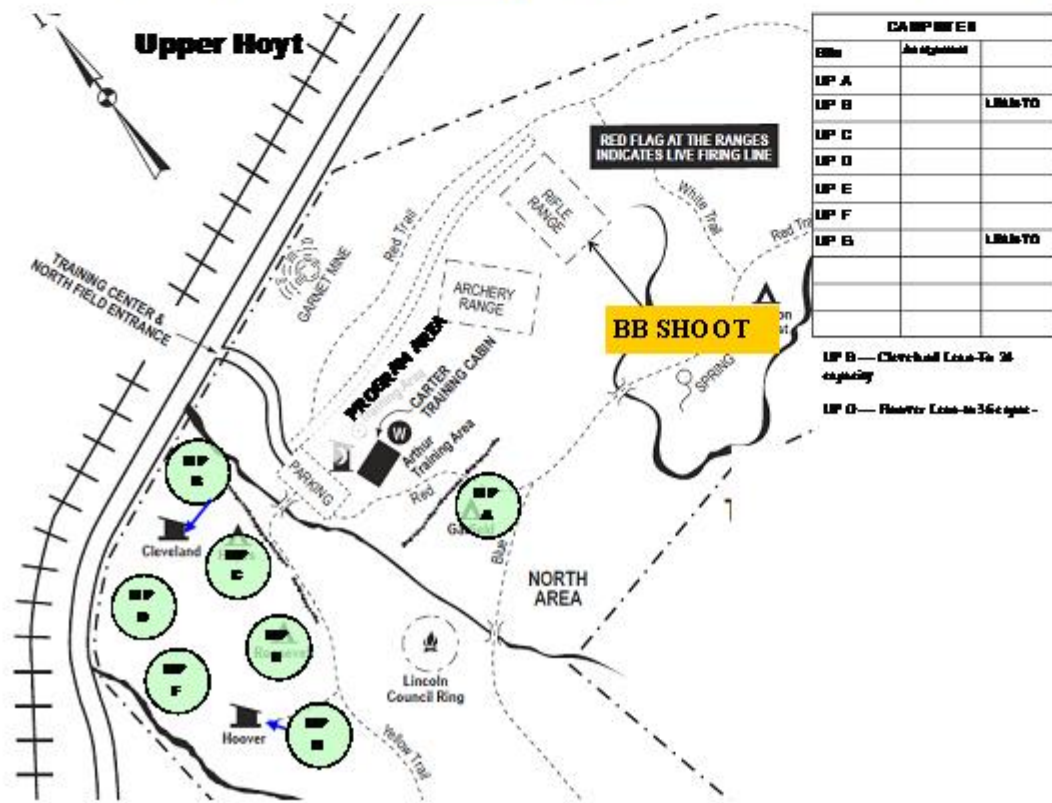
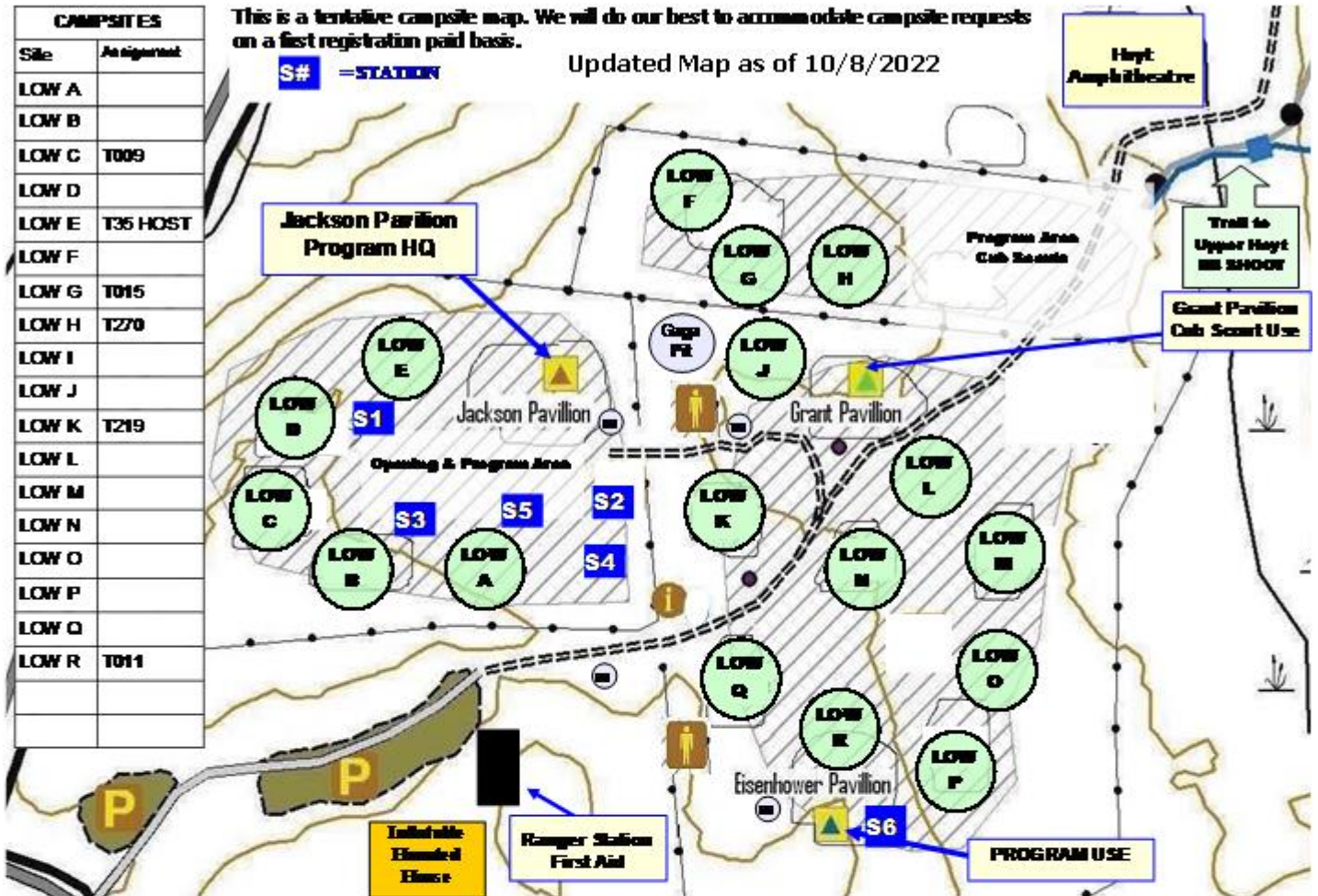
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Mission Possible Camporee: Stations/Activities	Assigned to
<p>1. Espionage Adventure — Luckily directions to where the gems were hidden have been intercepted on the internet. Your group is entering an area that has been booby trapped by the infamous enemy agent, the Jackal. The Jackal has hidden a container with the royal emeralds. There are 7 false containers that contain a poisonous gas. Once loose, it will kill everyone within seconds. If you carefully follow clues and choose the correct container you will avert international crises and probably prevent a disastrous war. Patrol members are given the directions to the hidden emeralds. Using a compass and pacing you must find your way to the treasure.</p>	
<p>2. Blind Escape (Inflatable Obstacle Course) — An explosive device goes off blinding everyone except one person, he can see but is paralyzed and can't move. He must guide his fellow agents by voice through a dangerous series of obstacles to rescue him and escape to safety. Teamwork and cooperation is your only hope for survival. The Patrol Leader must direct his/her blindfolded patrol through an obstacle course. This mission stresses teamwork and communications. The Patrol Leader will be tested on how clearly, he/she can give instructions and how well he/she can keep their patrol together coaching them through a situation. Their patrol members will be tested on how well they can understand directions, carry out instructions, support each other, and work together as a team.</p>	Troop 270 Newtown
<p>3. Agent Rescue — This is a quick search & rescue event. The situation is that a plane has gone down. The pilot is a high-level intelligence officer who has knowledge of covert operations that are currently underway. The patrol must act as a search & rescue team to find him/her and treat him/her for injuries if necessary. You must find the pilot quickly before someone else does.</p>	Troop 9 Stamford
<p>4. Laser Gauntlet – Patrols take turns being the invaders and defenders. Defenders choose two people from their patrol who are then blindfolded and stand with lasers (flashlights) ready for action. Invaders must approach quietly; they are not allowed to run. If they make a noise and are “flashed” with a laser, they’re dead and must sit down. Defenders win by killing off all invaders. Invaders win if they can tag defenders without being killed. There is a time limit for each round.</p>	Troop 53 Darien
<p>5. Opening the Vault – You are now in front of the vault door in the enemy’s lair. In order to open it you must decipher the code you found. Decipher the code and you will have the password to open the vault. Be aware, there is a time limit to solving the cipher before the chamber fills with poisonous gases.</p>	Troop 11 Stamford
<p>6. Mystery Challenge – There is a final challenge to be found inside of the vault that will be critical for saving the free world. Intelligence has no clue what the challenge might be. Be aware, even though you are a spy, you are also a Scout. “Be Prepared” for anything!</p>	Troop 219 Darien
Other Activities	
<p>Who is the Jackal? A rogue agent known as the Jackal, has stolen royal emeralds. No one knows for sure who the Jackal is and what he/she looks like. Clues will be given at each station.</p>	
<p>SPAM Cooking Contest</p>	T35 Host
<p>Master of Disguise Costume Contest: Your patrol will need to disguise one of your patrols to attend this party and see if they can determine who the Jackal is without revealing that they are a spy.</p> <ul style="list-style-type: none"> • Patrols can select one member to disguise to attend the party. • This will be held at the inflatable haunted house. • Costume must be PG rated. • This is a craftsmanship-based contest. Store bought costumes are not eligible. • Costume mask are not permitted, but use of wigs, hats, mustaches, makeup, fake eyebrows, and other accessories are allowed. • Master of Disguise Costume Contest -- 1st, 2nd, 3rd Awards 	T35 Host
<p>Ultimate Frisbee Tournament(need 7 players)</p>	Troop 15 Stamford
<p>Volleyball (need 6 players)</p>	
<p>Ga-Ga Ball (to be determined)</p>	
<p>Chess Play (not a tournament)</p>	District
<p>BB Shoot: Each patrol will select 3 to participate in a FAS (firearm accuracy specialist) competition</p>	District
<p>JOTA - Ham Radio Station (tentative)</p>	

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Lower Hoyt Campsite Camporee Map

Campsites are assigned Jamboree style and are keyed below. We do not assign campsites by traditional Hoyt campsite names. Please use the map keys. Pavilions are NOT to be used by Units and must be kept open for programs.



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We are bringing back Campsite Inspections: SPL's will form an inspection team.

Campsite Inspection		
1	Gateway Defined Entrance Troop Identification Troop/American Flag Displayed properly	10
2	Campsite layout proper and practical	5
3	Tents pitched correctly with ground covers	5
4	Campsite clean	5
5	Duty roster posted and chores completed	10
6	Menu posted and meals balanced	10
7	Food stored properly	10
8	Garbage stored effectively	5
9	Cooking gear clean and stored correctly	5
10	Fire ring location and area safe	5
11	First aid kit available and visible	10
12	Ax yard located and in safe location	5
13	Ax yard tools stored correctly	5
14	Fire buckets or Fire Extinguisher	n/a
15	Judges discretionary points awarded	5
16	Friendliness of Troop Scouts & Leaders	5
	Total points to earn →	100

Powahay District
Connecticut Yankee Council BSA

LEAVE NO TRACE CAMPOREE AWARD

For Cub Scout Packs, Boy Scout Troops, and Venturing Crews that camp (at least one night) at a Powahay District Camporee or other overnight event and adheres to the Leave No Trace principals of:

- Know Before You Go
- Choose The Right Path
- Trash Your Trash
- Leave What You Find
- Be Careful With Fire
- Respect Wildlife
- Be Kind To Other Visitors

Must Complete all of these to receive the ribbon:

- Conducts a Leave No Trace Awareness before the camping event.

Completes at the camping event:

- Pack it in, pack it out. Before you leave inspect your campsite for trash or spilled foods. Pack out all trash, leftover food and litter.
- Bring Home Recyclables to dispose of properly. Set up a recyclable area in their campsite. Assign a person responsible for this.
- Food and Wash:
- Repackage food to minimize waste.
 - Minimize paper products by use of mess kits or other washable eating ware.
 - Disposes of wash water (gray water) at designated areas (at the built latrines at Hoyt).
- Campfires: Use established fire rings. Not all campsite we use for a Camporee may have an established fire ring. Be Prepared and bring in an above ground fire ring. Keep fires small. Before departing put out campfires completely, then scatter cool ashes.
- Respect Wildlife: Observe wildlife from a distance. Do not follow or approach them. Protect wildlife and your food by storing rations and trash securely.
- Leave What You Find: Leave rocks, plants and other natural objects as you find them. Do not build structures, furniture, or dig trenches.

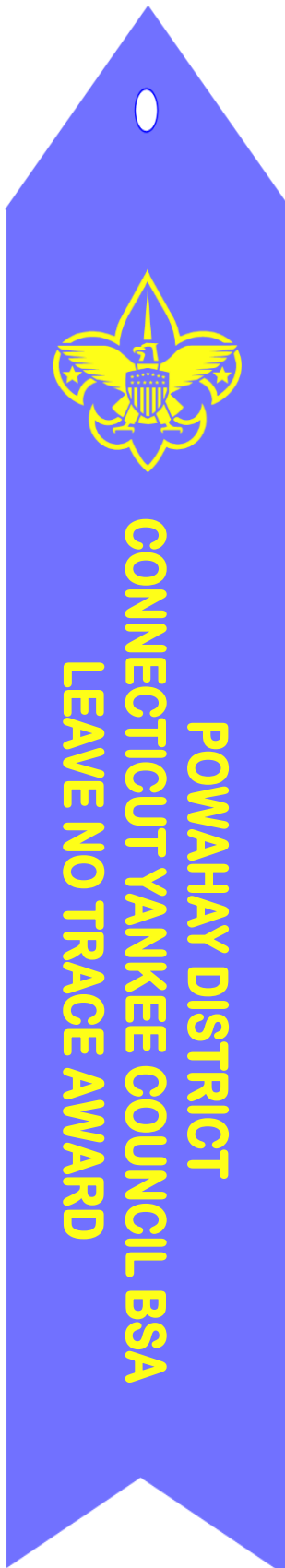
Campsite must be inspected before departure to receive the ribbon. You will receive the Leave No Trace Award Ribbon at that time.

Type of Unit: _____ Unit #: _____ Town: _____

Unit Leader: _____

Senior Patrol Leader (for Troops): _____

Campsite inspected by: _____



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ADMIN STUFF

Camping/Campsites/Check-in

- The camp will open at 5 pm on Friday. Troops can camp 2 nights, 1 night, or just come for the day.
- Camping will take place at both upper and lower Hoyt.
- **Campsite requests are made through the online registration.**
- Campsites are assigned Jamboree style and are keyed in the map on page 6. **We do not assign campsites by traditional Hoyt campsite names.** Please use the map keys.
- Pavilions are NOT to be used by Units and must be kept open for programs.
- Check-in BEFORE setting up your campsite. Campsites are pre-assigned.
- **IMPORTANT:** We are asking each Troop to provide an adult in the parking area to guide your arriving Scouts to your Campsite.

Arrow of Light Webelos

The Fall Camporee is being held in conjunction with the Cub Scout Field Day. AOL Webelos can arrive by 8:30 AM in time for the 9 AM opening ceremony and if hosted by a Troop, can fully participate in the Camporee program.

- Hosting arrangements are made through the Pack and the Troop, and not by district.
- The camporee should be an opportunity for AOL Webelos to visit other troops that they may be interested in joining.
- **ALERT: Webelos must register through the Pack NOT the troop.**

Cub Scout Field Day

Cub Scout Packs will arrive at 10 AM for their own day activities and an optional overnight camping.

- Help Wanted. We are looking for older Scouts that would like to help with our Cub Scout program. They can sign up at the Sept. 18 SPL Zoom Meeting

Adults on Staff

We are asking that each Troop provide at least one adult to serve on Staff. This adult can be the one that is coordinating your troop with an activity or station. We also recognize that the supervision of your Scouts come first, and troops may have limitations to adults to serve. Please help as best you can.

The Camporee Greenbar -- Empowering youth to be leaders is the core of Scouting...

Senior Patrol Leaders from each Troop will form the Greenbar for the weekend coordinating their Troop participation and planning the program. We welcome more than one youth representative from each troop to our planning Greenbar.

Patrol Competition & Structure

- Each patrol should have at least 5 or more scouts with 8 as the ideal number.
- Troops that cannot provide 5 or more for a patrol may be asked to combine with another smaller patrol.
- The patrols will be formed by the SPL of their Troop. The Patrols should be balanced based by rank and age. A troop can enter as many patrols as they need but try and stay within the recommended number of scouts. Please pre-assign a patrol leader.
- Please remember that you will need a few older Scouts to help with program or areas you have volunteered to help or coordinate.
- PLEASE NOTE: Patrols must be finalized either before or at the Friday Night SPL Meeting. Combing patrols during the competitions is NOT allowed and could disqualify both patrols.

NOTE – NO DUMPSTERS – TROOPS MUST CARRY OUT ALL TRASH!

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THE PROGRAM

Station ideas -- The following are suggested stations we are working on:

1. Espionage Adventure — Luckily directions to where the gems were hidden have been intercepted on the internet. Your group is entering an area that has been booby trapped by the infamous enemy agent, the Jackal. The Jackal has hidden a container with the royal emeralds. There are 7 false containers that contain a poisonous gas. Once loose, it will kill everyone within seconds. If you carefully follow clues and choose the correct container you will avert international crises and probably prevent a disastrous war. Patrol members are given the directions to the hidden emeralds. Using a compass and pacing you must find your way to the treasure.

2. Blind Escape — An explosive device goes off blinding everyone except one person, he can see but is paralyzed and can't move. He must guide his fellow agents by voice through a dangerous series of obstacles to rescue him and escape to safety. Teamwork and cooperation is your only hope for survival. The Patrol Leader must direct his/her blindfolded patrol through an obstacle course. This mission stresses teamwork and communications. The Patrol Leader will be tested on how clearly, he/she can give instructions and how well he/she can keep their patrol together coaching them through a situation. Their patrol members will be tested on how well they can understand directions, carry out instructions, support each other, and work together as a team.

3. Agent Rescue — This is a quick search & rescue event. The situation is that a plane has gone down. The pilot is a high-level intelligence officer who has knowledge of covert operations that are currently underway. The patrol must act as a search & rescue team to find him/her and treat him/her for injuries if necessary. You must find the pilot quickly before someone else does.

4. Laser Gauntlet – Patrols take turns being the invaders and defenders. Defenders choose two people from their patrol who are then blindfolded and stand with lasers (flashlights) ready for action. Invaders must approach quietly; they are not allowed to run. If they make a noise and are “flashed” with a laser, they’re dead and must sit down. Defenders win by killing off all invaders. Invaders win if they can tag defenders without being killed. There is a time limit for each round.

5. Opening the Vault – You are now in front of the vault door in the enemy’s lair. In order to open it you must decipher the code you found. Decipher the code and you will have the password to open the vault. Be aware, there is a time limit to solving the cipher before the chamber fills with poisonous gases.

6. Mystery Challenge – There is a final challenge to be found inside of the vault that will be critical for saving the free world. Intelligence has no clue what the challenge might be. Be aware, even though you are a spy, you are also a Scout. “Be Prepared” for anything!

Who is the Jackal?

A rogue agent known as the Jackal, has stolen royal emeralds. No one knows for sure who the Jackal is and what he/she looks like. Clues will be given at each station.

Other Programs ideas:

- Laser course/maze
- Cracking Codes
- Marksmanship (BB Shoot)
- Fun in an Inflatable Haunted House
- Solving a mystery



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Patrol Competition Stations

*1st Place Super Patrol *2nd Place Super Patrol *3rd Place Super Patrol

- Six stations will be chosen. Each station will be set up to handle 3 to 4 patrols at a time
- Troops are asked to host a station and further develop from the description.
- Patrols will be organized into groups rotating every 30 minutes. Consider each station a timed event.
- We are asking troops hosting a station to provide materials. Let us know expenses before purchasing for approval and we will provide reimbursement (need receipts).

Simple Scoring Matrix — up to 20 points each station:

- 5 points for showing up
- 2 points Scout Spirit
- 5 points for teamwork/leadership
- 8 points completing task

Lunch Cooking Contest

We are planning a cooking contest for lunch. Each troop can enter a team of 4 to 5 Scouts. Sign up is through the registration. There is a \$20 team fee. More details on the cooking contest to come.

Master of Disguise Costume Contest

Jim Phelps is the head of a super-secret government agency, the I.M.F. (Impossible Missions Force), and is often given secret anonymous covert missions to attempt. Quite often, they are unmasking criminals or rescuing hostages. He picks his team depending on which tasks need to be done. One thing is vital on an Impossible Mission: the mission must be carried out in entire secrecy, often relying on high-tech equipment, elaborate deceptions and master of disguises.

The Leader of the wealthy kingdom is hosting an international party. Representative from many countries around the world will be attending. The rouge agent Jackal is thought to be attending this party.

Your patrol will need to disguise one of your patrols to attend this party and see if they can determine who the Jackal is without revealing that they are a spy.

- Patrols can select one member to disguise to attend the party.
- This will be held at the inflatable haunted house.

The Rules

- Costume must be PG rated.
- This is a craftsmanship-based contest. Store bought costumes are not eligible.
- Costume mask are not permitted, but use of wigs, hats, mustaches, makeup, fake eyebrows, and other accessories are allowed.
- Master of Disguise Costume Contest -- 1st, 2nd, 3rd Awards

Afternoon Events 2:45 to 5:30 PM

Troops can organize one or more teams to play in Tournaments:

- Ultimate (need 7 players)
- Volleyball (need 6 players)
- Ga-Ga Ball (to be determined)
- We are looking for a troop to host one of the Tournaments.

Chess Fun — 3 to 5 PM -- Jackson Pavilion will be open from 3 to 5 pm for Scouts interested in playing chess. Scouts can show up and be paired off for a game. This is just for fun to promote Powahay's November 12 Chess Play and Tournament.

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Campfire and Awards Closing Ceremony

- Will take place at Hoyt's Amphitheatre
- 7:45 PM Troops Gather. It will start promptly at 8 PM. End by 9 to 9:15 PM
- Skits and songs need to be reviewed. Please submit Skits and song to Jackson pavilion by lunchtime.
- Troops are asked to contribute wood.
- Cub Packs camping overnight will be invited to campfire.
- Immediately following the campfire program, we will hold the Award Presentation and closing ceremony

FALL CAMPOREE SCHEDULE

Friday

- 5:00 PM Camp Open Troop check-in
- 8:15 PM Movie (to be announced) Jackson Pavilion
- 9:15 PM SPL/Leaders Meeting at Ranger Station
- 10:00 PM Taps/Quiet Time

Saturday

- 8:00 to 8:30 AM Check-in for Troops arriving Saturday
- 9:00 AM Patrol Leaders Meeting and Station Coordinators Meeting Jackson Pavillion
- 9:30 AM promptly! Opening Ceremony
- 10:00 to 10:30 AM Station
- 10:30 to 11:00 AM Station
- 11:00 to 11:30 AM Station
- 11:30 to 1 PM Lunch
- 12:30 to 12:45 PM Cooking Contest Entries Due
- 1:00 to 1:30 PM Station
- 1:30 to 2:00 PM Station
- 2:00 to 2:30 PM Station
- 2:45 PM Teams Organize for the Tournaments
- 3:00 to 3:30 PM Master of Disguise Costume Contest
- 3:00 to 5:15 PM Troop Tournaments – Ultimate, Volleyball and Ga-Ga Ball
- 5:30 PM Tournaments End
- 5:00 to 7:30 PM Dinner Period
- 7:45 PM Gather for Campfire
- 8:00 to 9:00 PM Campfire/Awards/Closing
- 9:15 PM Cracker-barrel (Jackson Pavilion)
- 10:00 PM Taps/Quiet Time

Sunday

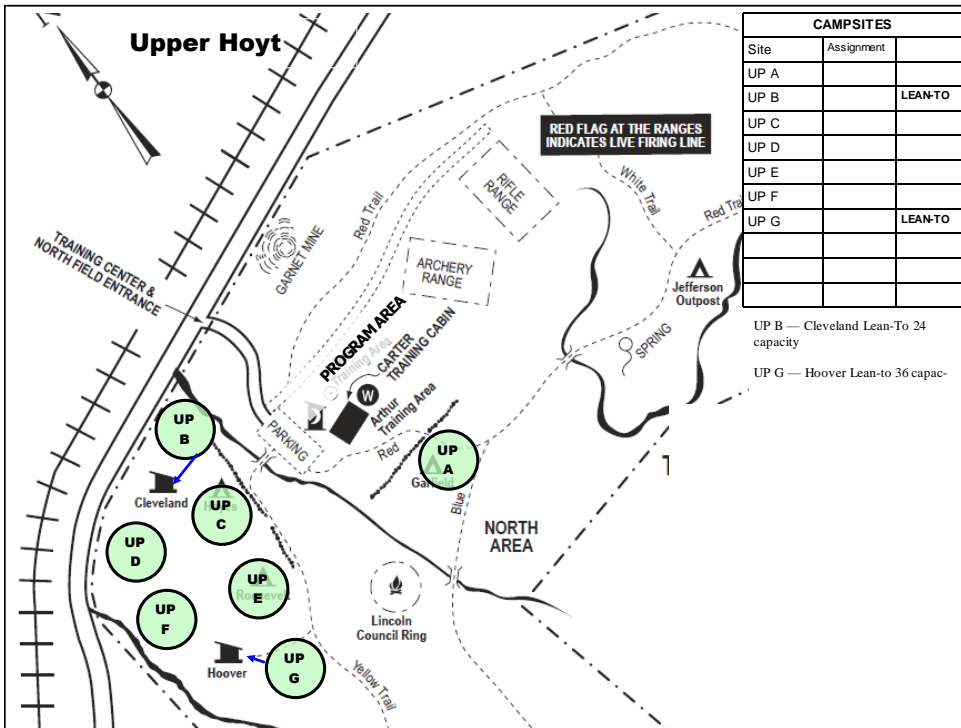
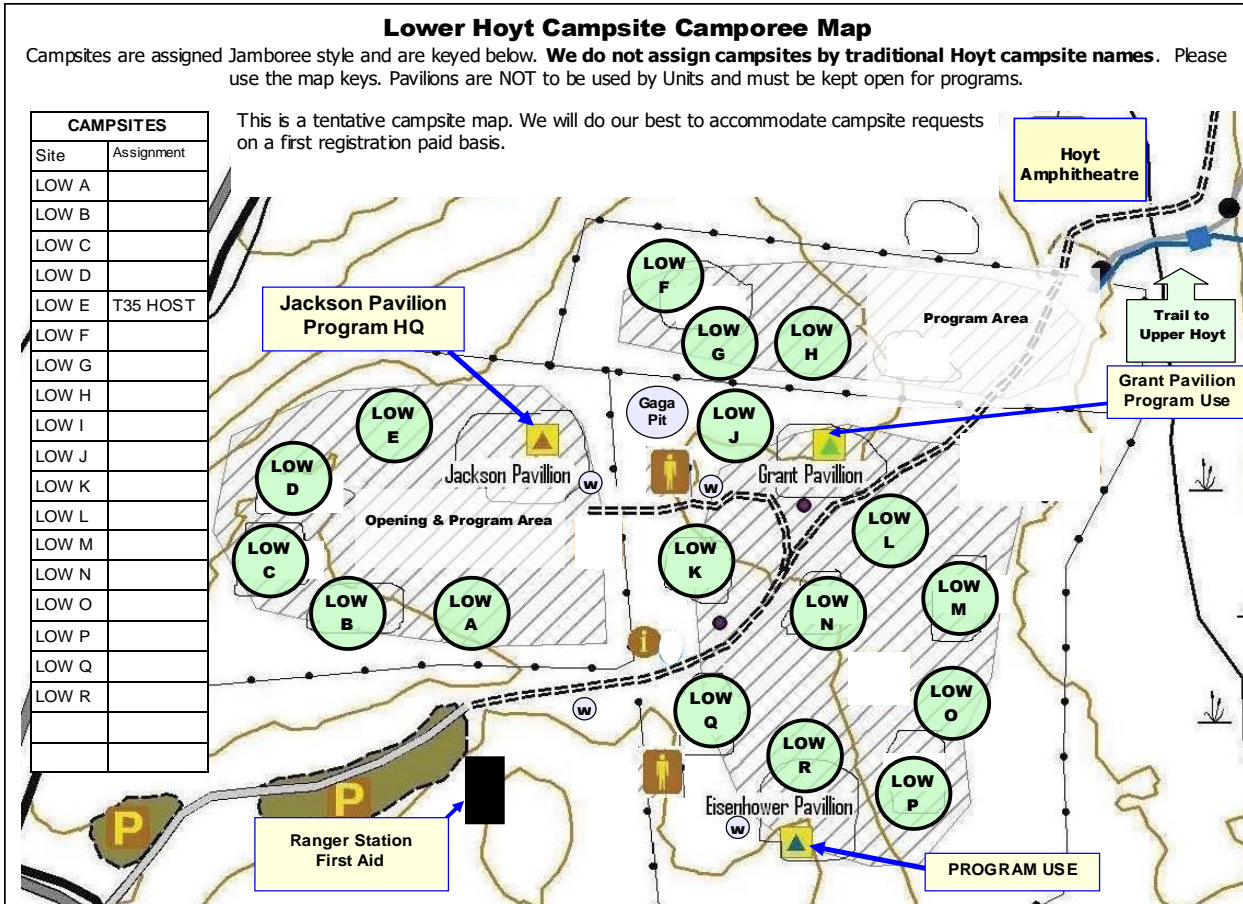
- 7:00 AM Reveille
- 7:00 to 10:00 AM Breakfast/Break Camp
- 10:00 AM Safe Trip Home

Notes:

- A Scout is Reverent – Each Troop should schedule a Scout Own Service. A good time would be just before dinner.
- Campsite Inspection coordinated by SPL is coming back for this camporee.
- We are bringing in a lunch truck for the Cub Scouts "Lunch Lady Gerris" Sloppy Joe's and Hot dogs. This would be available to Troops as well.
- This is a first draft Leaders Guide. Updates will be provided.
- No restrictions for Covid-19. Masks are not required, but we will respect anyone that wears them. We will provide updates if anything changes.

Powahay Fall Camporee – Hosted by Troop 35 Darien

Map



Powahay Fall Camporee – Hosted by Troop 35 Darien



MISSION POSSIBLE FALL CAMPOREE

COOKING CONTEST

“Your Mission should you accept to take is to make and prepare a **TOP SECRET** “Super Craveable Classic” **SPAM** recipe...”

Saturday, October 15, 2022
11:30 AM to 12:30 PM

Dubbed the **Mystery Meat**, first introduced in 1937 and famous for feeding soldiers during World War 2, SPAM has taken on a life of its own. SPAM square-shaped mash-up of pork, water, salt, potato starch, sugar, and sodium has been maligned, celebrated, musicalized, or the subject of urban legend (one insists that its name is actually an acronym for "Scientifically Processed Animal Matter"). It needs no refrigeration and could be served cold or cooked in any number of ways.

Your Mission should you accept to take is to make and prepare your own "Super Simple Craveable Classic" recipe with at least one 12-ounce can of SPAM® Classic.

Cooking Teams:

- Each Troop would appoint 3 to 5 Scouts to represent their troop in the cooking contest. We will consider larger troops to have a second team. Each Troop Team should have a mix of older and younger Scouts.
- Teams must be pre-registered and **paid the \$20** cooking team fee. We cannot allow Cooking Team sign ups at the event.
- Teams must submit the Cooking Contest Worksheet with their entry.
- Teams will have 30 minutes to prepare two identical plated dishes. Containers will be provided.
- Adults — In addition, each troop can have one adult team.
- Each Troop will appoint an impartial campsite judge to observe the cooking:
 - ⇒ Make sure that safe sanitation and food preparations are being used. Cooks are wearing mask and gloves.
 - ⇒ Monitors the time -- 30 minutes – but make sure the food is fully cooked.
 - ⇒ Food is delivered to the Judges by 12:40 or sooner lower Hoyt Ranger Station.

Recipe and Preparations:

- Make your own "Super Simple Craveable Classic" recipe with at least one **12-ounce can of SPAM® Classic** and up to 10 other ingredients. Must use Classic SPAM.
- Can be a sandwich, used in a salad, stew, soup, mac and cheese, breakfast item, etc.
- Judging Criteria Judging: Ease of recipe, Tastes, Texture/Appearance, Presentation, Creative use of mystery item, Completed within the time allow
- Troops are to bring a sample of their dish – wrapped or covered to Ranger Cabin by 12:40 PM.
- All dishes need to be labeled with the Troop/Patrol name and contact and with a list of ingredients. Use entry form below.
- Team members must sample their entry. Proper sanitation and food preparation must be followed.

Cooking Contest \$20 Team Fee includes:

- Official Chef Hats (5 per team)
- Serving containers, cooking gloves, etc.
- Participation Recognition Button
- Prizes: 1st, 2nd, 3rd

POWAHAY FALL CAMPOREE COOKING CONTEST ENTRY FORM

Patrol/Team: _____ Troop #: _____ Town: _____

List Ingredients: _____

Entries will not be accepted without a list of ingredients





Please park trailers to the left of the gate to the camping area.

POWAHAY DISTRICT

TROOP PARKING

Please place on dash so it can be seen from the windshield.

Name: _____

Unit: _____

Cell Phone: _____

EVERY VEHICLE NEEDS A PARKING PASS TO ENTER HOYT

Powahay Fall Camporee – Hosted by Troop 35 Darien