

## 2019 Mad Trapper Camp Instructions - Scouts

Hello fellow trappers, and welcome to the 42nd annual Mad Trapper's Camporee. This year, our activities will all revolve around the theme "**Magic**". Competitions may include orienteering, an obstacle course, archery/pellet gun range, pioneering, etc. Other events will include a formal campfire, Scout's Own, auction, and the ever-popular meal times. Of course, there are the fantastic snowshoe trophies for the best patrol competitors in each event!

### HERE'S A KIT LIST TO SURVIVE THE WEEKEND

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- Sleeping bag (pillow & ear plugs suggested). We sleep in heated cabins on bunk beds.
- Winter clothing suitable for winter weekend. You will be outside most of the day! (**Winter coat, snow pants, thick socks & winter boots, toque, ski gloves or mitts ARE MANDATORY**) (Please try to have waterproof gear and spares)
- Troop colours (as per your group's requirements – minimum wear group's neckerchief)
- Slippers/indoor shoes for your cabins & in the main Lodge.
- Compass and scout approved lock-blade knife (need only one knife per patrol, scout must have a leader-signed knife permit while at camp).
- Short lengths (3-5 meters) of rope or twine and some cloth pegs to hang wet gear.
- Working flashlight(s) & extra spare batteries.
- Campfire blanket & personal toiletry kit with a towel. (a hand towel for washroom)
- cup/mug (**NO UTENSILS required!**)
- Canteen (to carry water/hot drinks) & OUTDOOR MUG with a lid.
- Pencil & note pad/book for messages and decoding information.
- Disposable Camera (optional - but if you want to record the memories, bring your own).

<p>It is a great idea to bring boot clips to hold your boots together while eating as boots get mixed up every year.</p>
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## **THINGS YOUR PATROL NEEDS TO BRING**

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Your best **song, skit (with costumes encouraged)** and **cheers** for the formal campfire on Saturday night. Please, no water skits or tasteless songs and yells/cheers! Remember we have female members. A sense of humor is all you need. Campfire competitions may be judged for awards or bonus points!

## **THINGS TO LEAVE AT HOME**

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- Video games, audio devices and/or headphones, FRS walkie-talkies, swimsuits, goldfish...
- Lighters, matches, firecrackers, and aerosol cans (hair spray, etc.) & axes...

**NOTE: Eat supper BEFORE you come to camp as you will NOT be fed supper at camp on Friday night! Food will be served at Mug-Up after Friday's camp opening.**

The **SCOUT LAW is the LAW OF THE CAMP**, a great formula for fun and enjoyment in the spirit of Scouting! See you at camp!

\*\*\*\* Plan to arrive at camp between 6:00 & 8:00 PM so that our registration people will be ready for you. Only one PL/APL and one adult leader should check in at the main lodge, the rest stay in your vehicle with your gear. You will then be directed to your cabin assignments and be parked at the nearest parking area to your cabin to unload your gear, get your beds prepared and store your belongings away. Any patrols that are ready may come to the main lodge to participate in optional Friday night activity that will start around 7:00 PM. **Don't forget PL & APL meeting following the Official opening for all groups in camp to attend starts at 9:15 PM!** Bring your mugs as you will stay for mug-up afterwards.

At the Friday night meeting you will get a book with schedules and more details for your patrol.