

**Colorado River District  
Fall Camporee  
& Webelo Woods  
Friday - Sunday  
November 10, 11 & 12, 2017**



**Camp Alma McHenry, Giddings, TX**

*(Map on last page)*

Dear Scouts, Webelos, Ventures and Scouters,

Your Pack, Boy Scout Troop, Crew is invited to attend the annual Colorado River District 2017 Fall Camporee.

**This year's theme is: Terminology. Due to the fun and exciting nature of this Camporee we are highly encouraging all Scouts, Webelos & Crew members to BRING A FRIEND. The more people the merrier at this event!**

All un-registered Scout guests will be exempt from paying the Camporee fee. We need your assistance with staffing this event. With many exciting activities planned for the 15 or so units, and over 200 Scouts and Scouters, we need Staff Members. **Each Troop is asked to have one Scouter to help with the events.** If there are any adults who would like to assist with the planning and staffing for future Camporees, you can also contact me, as fresh ideas are always welcome for these events.

**Something new this Camporee, Scoutmaster Dessert Competition.** See page 6 of 17 for details.

If you are interested in helping with this camporee or any others, please call; District Chair - Camping David Till 512-965-0310 or e-mail at [datillbsa533@gmail.com](mailto:datillbsa533@gmail.com)

Camporee information can also be obtained on the Colorado River District website: <http://WWW.Crdistrict.Org/>

I am looking forward to seeing all of you at the Camporee.

David A. Till

CRD Camping Chair

CC-Troop 533

## General Information

**Camporee Policies** The following rules were made to help us have a successful and safe camping experience. It is the responsibility of the adults in charge to see that their Scouts know and understand these rules. Anyone caught violating them may be asked to leave the camp.

**Vehicles:** Speed limit is 10 mph, **No passengers in the bed of a truck or trailer.** All vehicles are limited to the main roads and parking areas only. Please, no vehicles in the campsites or blocking the roads.

For special accommodations, please contact David Till or Andria Holloway D.E. for CRD 512-617-8604.

DO NOT DRIVE NEAR THE FLAGPOLE

**Generators:** Except for the generator used for the sound system, NO generators are allowed, we are Scouts.

**Fires:** Depending on burn ban status, campfires are allowed in designated spots. All liquid fuels must be used with adult supervision.

Please practice the Outdoor Code at all times.

**NO CAMPFIRE MAY BE LEFT UNATTENDED.**

**NO FIRES OUTSIDE OF FIRE RINGS**

**Firearms:** Firearms, explosives, and fireworks are prohibited.

**Conservation:** Please conserve our natural resources. No digging, trenching, or raking. Everyone should observe the guidelines for Leave No Trace.

**Adults.** At least one responsible adult (21 or older) must be in camp at all times. All adult leaders must have completed Youth Protection in the past 24 months.

**Lights out:** Scouts are not allowed out of their campsite after lights out, except to use the latrine. Scouters are asked to bring roaming scouts to the headquarters after lights out.

**PLEASE respect others during lights out!!!**

**Electronics.** NO ELECTRONIC DEVICES ALLOWED. No radios, tape players, headsets, i-pods, video games, etc. are allowed in camp.

**Swimming:** Any Scout caught swimming or wading in the tanks without permission, will be asked to leave camp.

**First Aid:** Each unit should be able to take care of minor injuries utilizing their own supplies and knowledge. Injuries requiring further medical attention should be reported to and attended to by staff at the main tent area. Please have the proper medical forms for each person prior to arriving at camp. We will try to have trained medical personnel on staff for the camporee. Every Scout should have a permission slip signed by their parents/guardians giving permission for any medical treatments, hospital visits, etc. These forms should be kept in the campsite and be readily accessible in the event of an emergency.

**Uniforms:** Scouts should be in Class "A" uniforms while traveling to and from the event, at flag ceremonies, Worship service and during the campfire program. During the day events on Saturday, Scouts may wear class "A's" or class "B's". Patrols should dress consistently.

*Note: Unless there is a medical necessity, the wearing of athletic shorts is strongly discouraged.*

**Fees:** The costs for the 2017 Fall Camporee will be:

**\$9.00/Person**

for any Youth or Adult staying at least one night. This fee covers the camp usage fee, patches, porta-potties, awards and other assorted supplies and equipment. Each troop must pay the full registration at check in on Friday night or Saturday morning. Patrols from a Troop that does not pay will be disqualified from the scoring for the competition and will not receive a patch. See front page for patch design. **(Please do not let this happen to your boys.) Please fill the Registration Form, to be turned in when you check in. Page 12 of 17**

Please make registration checks payable to **BSA CRD**. Please make 1 check per unit. Sending all checks for the individuals in your unit is unacceptable.

**Skits & Songs:** Every Unit should plan for a skit and/or a song at the campfire on Saturday night. It's time to get creative with some of those old skits that we have seen at every Camporee. Please plan and practice so you are ready at the campfire. When you check-in there will be a sheet for the Patrol to sign up for skit or song at the campfire. We will follow the sign-up sheet, afterward any other Patrol can come up to present theirs.

**SPL/PL. Note: Be prepared to show you have what it takes to lead your Patrols. Review the whole camporee packet, especially the events and the scoring. Set up practice times during meetings. Look for extra ways to help your patrol be successful.**

### **Extra Points**

**Extra Points will be awarded and applied to the overall score for: Flag Detail will be worth 2 points toward overall. Sign your Patrol up for a skit or song when checking in on Friday or at Cracker Barrel Friday *night*, worth 1 point to overall. If you think it would help, come see us at the headquarters.**

***TRAINING by JOHN, AFTER LUNCH (1:30 PM), BOY SCOUT AND CUBSCOUT LEADER TRAINING AT THE RANCH HOUSE.***

**Future Eagles and Scouters, at 4:00 PM David Smith will be at the Ranch House to answer question about Eagle Requirements, workbooks, etc. You have a question, come by, and get it answered.**

### **OVERALL COMPETITION**

**In the event there is a tie for overall 1st, 2nd or 3rd place, we will use the fastest time in the FIRE STARTING to break the tie.**

**There will be a water station set up by the Ranch House Saturday during the events. Small cups will be provided.**

### **OVERALL POINTS WILL BE**

**1st place will be worth 4 points**

**2<sup>nd</sup> place will be worth 3 points**

**3<sup>rd</sup> place will be worth 2 points**

**ALL OTHER PLACES will be worth 1 point. So, if you do compete in the events, you will get at least 1 point toward the overall competition.**

**1st place overall will receive a DUTCH OVEN with the Boy Scout Logo on it.**

**2<sup>nd</sup> place will receive 24” fire ring.**

**3rd place will receive a survival bracelet for each member of the Patrol.**

**If your Patrol participates in all 9 events & dinner competition, you may put your blue card in for a drawing on Sunday Morning after award presentation.**

**If you Judge an event, you may enter for the drawing on Sunday morning. At the 2016 Fall Camporee, one of the Judges won the grill for his Troop.**

**(I do not know what it will be yet, pictures will be posted before Camporee.)**

**Patrols will need to sign up on Friday as their Troop checks in, so we can pair them up for the Fire-Starting event. Blue cards will be handed out Saturday morning.**

**Scoutmaster Dessert Competition.** If the patrol can get their Scoutmaster to enter the dessert competition. The **Patrol will get 1 point extra credit toward overall.** If there is more than one patrol in the Troop, each Patrol will get 1 point extra credit. So, Patrols urge your Scoutmaster to enter the dessert competition. Scoutmasters will need to provide the recipe for the dessert submitted. The winning dessert will be posted on the CRD website. Scoutmasters, to enter the contest, come by the Headquarter and you will be given a single hinged “to go” container with a number on it. Have your entry at the Headquarter by 6:30 PM. Unit Commissioners will do the Judging.

## **Event Schedule**

Friday:

5:00 - 9:00 Check-in at HQ (Main tent area)

*9:30 - 10:00 Cracker-barrel for Scoutmasters & SPL's (We would like at least one adult and the SPL from each Troop to attend)*

10:30 Lights out

**PLEASE respect others during lights out!!!**

## **Saturday:**

6:30 - 8:15 Reveille (Good Morning Scouts), Breakfast, Clean-up and finish setting up Camp.

7:00 - 9:00 Morning Check-ins

8:00 Judges come to Headquarter for Briefing.

8:30 Flag Raising Ceremony (Class A) - PL's receive event score cards

9:00 - 11:30 Events Open

11:30 - OA Meeting at Headquarters (OA Members Only)

12:00 - 1:00 Lunch

1:00 Event staff head out to man their events.

1:30 - 4:00 Events Open, **Leaders training at Ranch House**

4:00 Eagle Question & Answer at Ranch House or Eagle Board of Review

4:00 - 5:30 Unit downtime (Service Project). (Units are encouraged to Work on advancement, camp gadgets etc.) **CAMPSITE INSPECTION**

5:30 - 7:00 Dinner

6:30 Judging for Dinner Competition starts

7:00 Closing Flag Ceremony (Class A's) All are requested to attend.

8:00 Campfire (Have those skits/songs ready!!!)

9:30 - 10:00 Cracker-barrel for Scoutmasters & SPL's (We Would like at least one adult and the SPL from each Troop to attend.) **Participation Ribbons and Patches will be handed out at Cracker Barrel.**

10:30 Lights out

**PLEASE respect others during lights out!!!**

## **Sunday:**

6:30 Reveille, Breakfast, and clean-up, start breaking camp

8:30 Non-Denominational Church Service (Class A's) / Veterans Appreciation

9:00 Awards, recognition, and Drawing

10:00 Check out and campsite inspections (Remember...Leave No Trace)

12:00 All units should be out of Camp.

1. Knot Terminology                      Unit Sponsoring: \_\_\_\_\_

**line** – the rope or string which is being worked with

**hitch** – a knot tied to a post or ring

**bend** – knot for joining two lines

**lashing** – a method of holding two spars or sticks together

**whipping** – binding the end of a line with a smaller line so it does not fray

**loop** – a line crosses over itself to form a closed circle

**standing end** – the end of the line which is not being worked with

**working end** or **running end**– the end of the line which is being worked on or moved to develop the knot

**wrap** – wraps of rope around sticks are spars as part of a lashing

**frap** – perpendicular to wraps in a lashing, fraps tighten the wraps.

This will be a timed relay race. The definitions will be on stakes in a circle.

**Team:** Minimum of two Patrol members. **Procedure:** Patrol members are to line up in relay formation at the start line in front of the twelve-foot diameter circle marked on the ground. At the starting signal, team member #1 runs to the pile of face-down cards with the names on them and places the top card face-up at the correct location of the **definition** which are spaced equally around the circle. There will be a 2” X 6” with a 2” X 4” on top of it, place the card under the 2” X 4” face up. No. 1 then returns to tag #2, who takes the second card and places it in correct location under the 2” X 4”. Action continues, relay style, until all cards have been placed. No card may be relocated after the Patrol member who placed it has tagged the following Patrol member. A correct card should be placed over an incorrect card to minimize loss of score.

**Scoring:** This is a timed event. Scoring will be based on the number of incorrectly placed cards and on total time. Timing will stop when the last Patrol member crosses the start-finish line after placement of the tenth card. The cards will be shuffled and placed face-down on a table opposite the side of the 12- foot circle from the start line before each contest. You may not go through the circle.

**Scoring:** For each wrong card 30 seconds will be added to patrol time.

2. The Wall –                                      Unit Sponsoring: \_\_\_\_\_

There will be a 6’ wall with pegs on it. Each Scout will be given 3 chances to score. You will climb the ladder and drop your puck in one of the holes on top. There will 8 holes on the bottom with different point value. Individual scores will be added and divided by number in the Patrol for the average.

3. Jenga - Unit Sponsoring: \_\_\_\_\_

The tower will start with 54 blocks, the top 3 will be marked. Object is to remove as many as possible and place above the marked 3. Moving in Jenga consists of taking one block from any level (except the one below the incomplete top level) of the tower, and placing it on top most level to complete it. Only one hand should be used at a time when taking blocks from the Tower. Blocks may be bumped to find a loose block that will not disturb the rest of the tower. Any block that is moved out of place must be returned to its original location before removing another block. Each Patrol will have 10 minutes to remove as many blocks and place it on top. The game is over when the tower falls or if any piece falls from the tower other than the piece being knock out to move to the top or your 10 minutes is up. The Patrol who removes the most blocks without the tower falling is the winner.

4. Tomahawks – Unit Sponsoring: \_\_\_\_\_ T533 \_\_\_\_\_

Each Scout will be given three chances to score. Center is worth 3 points; next ring is worth 2 points and outside ring is worth 1 point. Scoring will be number of Scouts in the Patrol X 9 (maximum number of points a Scout can earn) divided into the points the Patrol earned.

5. Log Raising Relay – Unit Sponsoring: \_\_\_\_\_ T1423 \_\_\_\_\_

Equipment: a crossbar 10 feet high, a 3-foot log about 12 inches in diameter, and a 50-foot length of 1/2-inch rope: Patrols line up in relay fashion at the starting line, 25 feet from the crossbar. On signal, the first Scout coils the rope and throws one end of it over the crossbar. He runs forward and ties one end of the rope around the log with a **timber hitch**. He then hoists the log off the ground by pulling on the free end of the rope. After the log has cleared the ground, he lets it drop, unties **the timber hitch**, pulls the rope from the crossbar, carries one end to the starting line, and touches off the next Scout in his patrol, who repeats the performance until all members have run the course and last Scout is back across the Start line. Any Scout failing to throw the rope over the cross bar after five attempts disqualifies his patrol. This is a timed event. Total time will be divided by the number of Scouts in the Patrol for the Average for each Scout. The lowest Average wins.

Reference: Old Scout Handbook: pg. 386, New Scout Handbook; pg. 367

6. Bear Bag Patrols – Unit Sponsoring: \_\_\_\_\_

Darkness is close, so this is a timed event. You will start this event behind the START line. When the Judge says go. Place all “food items” provided into the bag and suspend it from the tree, so bears cannot steal it during the night. For maximum points food bag, must be at **least** 8 feet above ground, 8 feet away from tree. The patrols should begin the challenge by tying together enough paracord to get across the limb **marked** and tie bag on **marked** limb. Next place the rock provided in the bandanna provided. The bandanna

is then tied to the end of the paracord. The rock is thrown over a **marker** limb that is 14 feet above the ground and 8 feet from the side of the tree. For safety reasons, all patrol members must be behind the START line while the rock is being thrown. If the throw misses the mark, the Scout recoils the rope and throws again (after 3 unsuccessful attempts, the PL will have another Patrol member try). If the throw is good, the Patrol uses the end of the rope to secure the bag and hoist the bear bag. When the patrol secures the bear bag in its final position and are back behind the START line the time will be stopped. This will be a timed event and 30 seconds will be added for each inch the bag is under 8'. **The bag must be at least 8'**. The Judge will wait 30 seconds to make sure the knots will hold. If they do not, time will restart while the Patrol is retying the knot. After the Judge is satisfied that knots will hold, he will tell the PL to untie knots and place everything the way they found it.

7. How is your Memory? (Kim's Game) – Unit Sponsoring: \_\_\_\_\_

There will be **at least** 25 items on a table. The table will be covered with a sheet when you get to the event. When the Patrol is ready the judge will uncover the table. The Patrol will have 1 minute to study what is on the table. At that time, the Judge will cover the table, then hand the Patrol Leader a clip board with a sheet of paper and pen. The Judge will start a timer, the Patrol will have 3 minutes to list all items on the table, if you finish before 3 minutes, PL call "TIME" and the Judge will stop the timer. For each missing or wrong item listed, 30 seconds will be added to your time. Give complete definition, example if the BALL is red, show "RED BALL". If it is a green tennis ball state "GREEN TENNIS BALL" **PLEASE PRINT YOUR ANSWER.**

8. Leaky Skillet Relay Race – Unit Sponsoring: \_\_\_\_\_

Patrol members are to line up in relay formation at the start line. A patrol is judged on the amount (depth) of water in the gallon jars after three minutes. There will be small mouth gallon jars placed at the opposite end of an obstacle course from a tub of water. The Patrol will be given a small skillet with a hole drilled in the bottom. Patrol members take turns to fill the skillet with water, race to the jars to empty the skillet of water into the jars, and return to give the skillet to the next Scout. The Jars will be numbered, please fill them all the way to the top in the order they are numbered. You have 3 minutes to get as much water in the jars as you can.

9. The CHALLENGE – Unit Sponsoring: \_\_\_\_\_ T1312\_\_\_\_\_

Fire Starting - Patrols will compete against other Patrols. Patrols will be paired up and given a time slot to be at the fire-starting event. When your Patrol is called into the event, you will be given a string. You will need to tie the string to the can above your fire bowl and tie the other end over your competitor's fire bowl. After the strings are tied off, the Judge will fill both cans with water. The Judge will then give each Patrol a bag with everything they will need to start a fire. When the Judge says go the Patrols will go to their fire bowl, take the items out of the bag, and start a fire. The Patrol who gets their

fire going first will burn the string to the other Patrol, dumping the can of water on their fire. This will be a timed event. Depending on the number of Patrols, if we have enough time, we will take winner of first round and have them compete against each other. Each round the supplies in the bag will change. When we get to the last 2 Patrols, they compete against each other at Campfire, Saturday evening.

10. Dinner Competition. Unit Sponsoring: \_\_Unit Commissioners\_\_

**Your Patrol has to eat, so why not fix a little extra and enter the dinner competition?**

**DINNER COMPETITION WILL GO TOWARD OVERALL POINTS.** Come up to Headquarters to register your Patrol. You will be given a 3 compartment “to go” box with a number on it. For bonus points, bring a Dessert and you will be given a 1 compartment container with the same number on it. **You must have your entry on the table at the Headquarters BEFORE 6:30 PM.** You must bring a copy of your recipe and place it under your box. The winning recipe will be posted on the CRD website with the name of the winning Patrol.

#### COOKING CONTEST RULES

A team will consist of a Patrol. An adult must supervise each team. Adult supervisors should provide minimal assistance to Scout contestants. The adult’s purpose is for safety. Make sure your meal is pleasing to look at.

Each meal will consist of an entrée (main dish) and two side dishes.

Each meal should be nutritionally balanced according to the guidelines in the BSA Cooking Merit Badge (Eagle required MB).

All members of the Patrol should participate in the preparation of the meal.

The meal for the competition should be the same meal that the Patrol will eat for dinner.

Know and practice safe food handling procedures.

Everything entered in the contest must be prepared on-site.

A copy of your recipe and ingredients list is **required**.

Each team is responsible for providing all of their own cooking equipment and utensils and everything they will need to prepare their entry.

# Registration Form - to be turned in at Headquarters when checking in.

Unit #: \_\_\_\_\_ Scoutmaster/Cub master name: \_\_\_\_\_

Leader's Phone #: \_\_\_\_\_

SPL Name: \_\_\_\_\_

Patrol Name: \_\_\_\_\_ # of Boys: \_\_\_\_\_

Patrol Leaders Acting: \_\_\_\_\_

Scout: \_\_\_\_\_ Scout: \_\_\_\_\_

Scout: \_\_\_\_\_ Scout: \_\_\_\_\_

Scout: \_\_\_\_\_ Scout: \_\_\_\_\_

Scout: \_\_\_\_\_ Scout: \_\_\_\_\_

Patrol Name: \_\_\_\_\_ # of Boys: \_\_\_\_\_

Patrol Leaders/ Acting: \_\_\_\_\_

Scout: \_\_\_\_\_ Scout: \_\_\_\_\_

Scout: \_\_\_\_\_ Scout: \_\_\_\_\_

Scout: \_\_\_\_\_ Scout: \_\_\_\_\_

Scout: \_\_\_\_\_ Scout: \_\_\_\_\_

Patrol Name: \_\_\_\_\_ # of Boys: \_\_\_\_\_

Patrol Leaders /Acting: \_\_\_\_\_

Scout: \_\_\_\_\_ Scout: \_\_\_\_\_

Scout: \_\_\_\_\_ Scout: \_\_\_\_\_

Scout: \_\_\_\_\_ Scout: \_\_\_\_\_

Scout: \_\_\_\_\_ Scout: \_\_\_\_\_

## Adults:

1. \_\_\_\_\_ 2. \_\_\_\_\_

3. \_\_\_\_\_ 4. \_\_\_\_\_

5. \_\_\_\_\_ 6. \_\_\_\_\_

7. \_\_\_\_\_ 8. \_\_\_\_\_

**Total Participation :** \_\_\_\_\_

**Registration Fee X \$9.00**

**Total Due \$** \_\_\_\_\_

**Payment Method:**

**Troop/ personal check #:** \_\_\_\_\_

**Cash:** \_\_\_\_\_

# PATROL CAMP ROSTER

## TO BE POSTED AT CAMPSITE

<b>Patrol Name</b>					
<b>Day</b>	<b>Friday</b>	<b>Saturday</b>	<b>Saturday</b>	<b>Saturday</b>	<b>Sunday</b>
	<b>Dinner</b>	<b>Breakfast</b>	<b>Lunch</b>	<b>Dinner</b>	<b>Breakfast</b>
<b>Fire</b>					
<b>Cook</b>					
<b>Water</b>					
<b>Table Set</b>					
<b>Say Grace</b>					
<b>Clean</b>					

# Fall 2017 Camporee Dinner Competition

## Judging Sheet

Troop # \_\_\_\_\_ Patrol Name \_\_\_\_\_

Number on Container: \_\_\_\_\_

Criteria	Points
Is this a balanced meal (per BSA Cooking Merit Badge)? - 5 pts. max	
Appearance of Entree - 5 pts. Max	
Appearance of Side Dish 1 - 5 pts. max	
Appearance of Side Dish 2. - 5 pts. max	
Recipe Cards. Were they presented with the meal? - 5 pts. max	
Presentation. Does the meal look appetizing? - 5 pts. max	
Scout participation judged through random visits to camp sites. - 5 pts. max	
Taste of Food. - 10 pts. max	
Cleanliness judged through random visits to camp sites - 5	
Dessert. Rate the dessert for bonus points. - 5 pts. max	
<b>TOTAL POINTS (max 55)</b>	

Comments:

# Capitol Area Council

## Campsite Inspection Form

Unit # \_\_\_\_\_

Campsite \_\_\_\_\_

Senior Patrol Leader: \_\_\_\_\_ Scoutmaster: \_\_\_\_\_

	Points	Actual Score
<b>Campsite Appearance</b>		
Entrance (Gateway)	10	
Parameter marked	15	
Campsite layout	25	
<b>Flags</b>		
American	5	
Texas	5	
Troop	5	
Patrol	5	
Other (Troop Spirit!)	5	
<b>Organization</b>		
Troop Gear Stowed	10	
Table are neat & clean	15	
Campsite Neat & Clean	5	
Troop Duty Roster Filled Out	5	
<b>Health &amp; Safety</b>		
Trash stowed properly	5	
water cooler filled		
fire guard chart filled in		
wash station available		
Troop First Aid kit accessible	15	
Tents staked and flagged	10	
<b>Vehicles parked in roper location</b>		
<b>Tents</b>		
open for inspection	5	
fire buckets filled	5	
personal ear stowed	10	
'No Flames in Tent" posted on ea.	10	
SM tent properly marked	10	
SPL tent properly marked	10	
<b>Campsite information board</b>		
Unit Roster	5	
Fireguard Chart	5	
Du roster	5	
Map of Unit campsite	5	
Any additional information (2pts e		
-		
<b>Camp Gadgets Scout Constructed</b>		
	5	
	5	
	5	
	5	
<b>Camp Gadgets - Adult Constructed</b>		
	5	
	5	
	5	
	5	
<b>Max Points</b>	<b>250</b>	

	Max Points	Actual Score
<b>General Appearance</b>		
good posture	2	
clean face & hands	2	
Shirt tucked in	4	
Headgear (optional)	3	
Neckerchief (Optional)	3	
Belt	2	
<b>Pants/shorts</b>		
With beltloops	2	
Official BSA (optional)	4	
Socks, BSA Y/N	2	
Official BSA optional	3	
<b>Shoes</b>		
Closed toed	5	
neat and clean	2	
<b>Insignia (correct placement)</b>		
Left pocket	4	
Right pocket	4	
Left sleeve	4	
Right sleeve	4	
<b>Max Points</b>	<b>50</b>	

<b>Total Score</b>			
Campsite inspection	250		
Uniform Inspection	50		
<b>Max Points</b>	<b>300</b>		

# Fall 2017 Camporee SCOUTMASTER DESSERT Competition

## Judging Sheet

Troop # \_\_\_\_\_ Scoutmaster Name \_\_\_\_\_

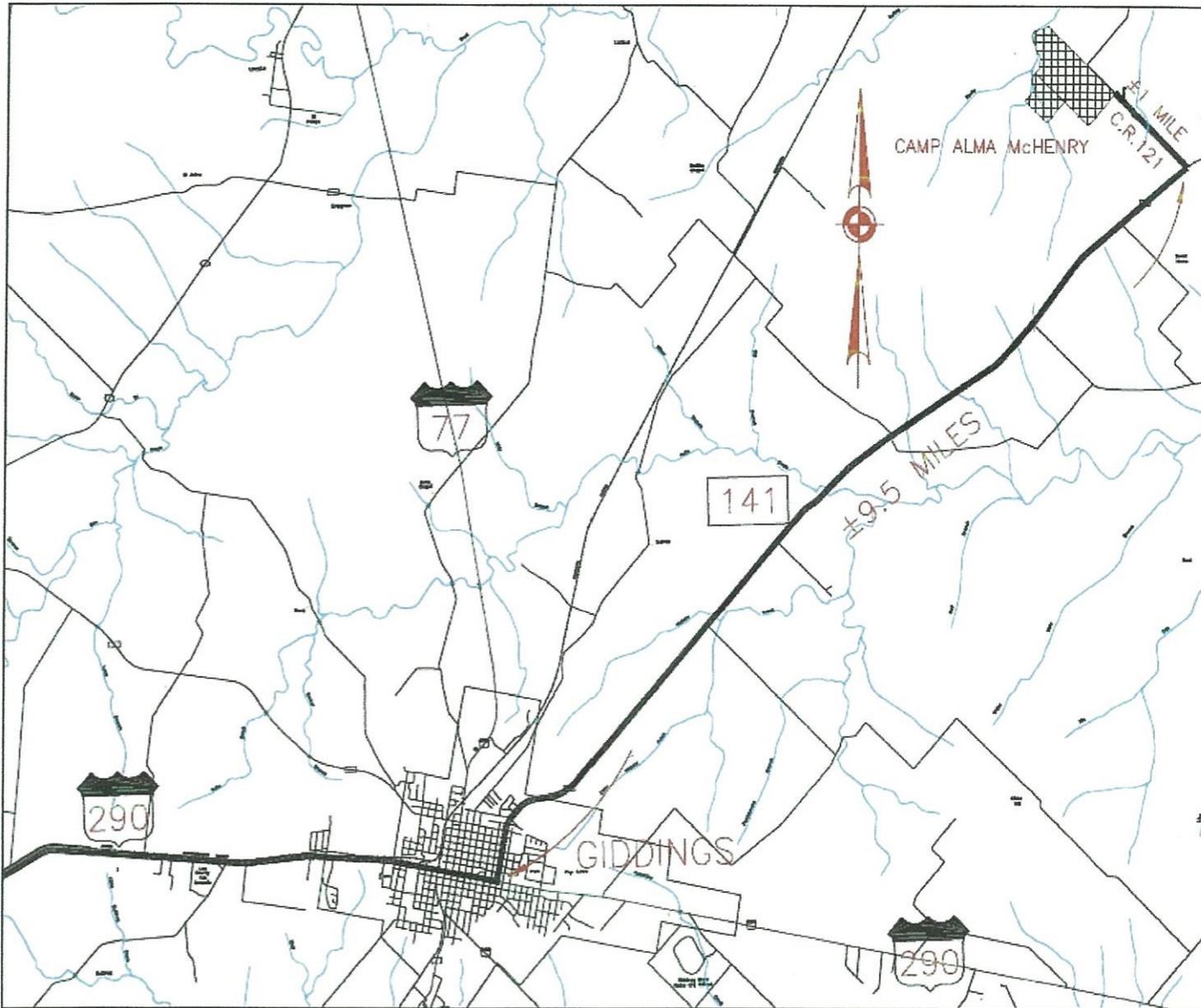
Number on Container: \_\_\_\_\_

	Points
<p style="text-align: center;">Criteria</p> <p>Appearance of Dessert - 10 pts. Max</p> <p>Presentation. Does the Dessert look appetizing? - 10 pts. Max</p> <p>Recipe Cards. Were they presented with the Dessert? -10 pts. Max</p> <p>Taste of Dessert - 20 pts. max</p>	
<p>TOTAL POINTS (max 50)</p>	

Comments:

# Alma McHenry Scout Camp

10 miles North of Giddings



Colorado River district web site: [www.crdistrict.org](http://www.crdistrict.org)