



Campout Activities

Obviously your activities will depend in part on the weather conditions. These are some possibilities for a cold, snowy weekend.

- Instruction and practice for the Skating and Skiing merit badges.
- Hikes and races with skis, sleds, and skates.
- Seal Race—Scouts slide on their bellies over ice, perhaps using ice awls to propel themselves.
- Snow Snake Contest—Make a track through fresh snow with a car or bicycle; the track can have gentle bends but no sharp turns. Let the track freeze overnight. The “snow snakes” are Scout staves or handles from old brooms. The object of the contest is to see how far Scouts can slide their snow snakes.
- Establish a snow slide in an area that is free of trees, rocks, or other hazards. Use inner tubes, Frisbees, old garbage can lids without handles, or heavy cardboard for sleds.
- Have a tug-of-war between two patrols with a wall of snow between them. The losers get pulled through the snow.
- Play Snow Golf—Same as miniature golf except that the fairways are snow-covered and the greens are packed-down areas with an open can buried to its rim. Balls are hockey pucks; for clubs, use old golf clubs or hockey sticks.
- Follow animal tracks in the snow. Try making plaster casts of the tracks. If the temperature is well below freezing, spray water in the track and let it freeze before casting in plaster.
- Alaskan Serum Race—Each patrol has a sled with two 6-foot ropes tied to the front, and each sled carries a “bottle of serum.” Four stations are set up about 100 yards apart in a square.

During the race, each patrol member becomes a sled puller. It works like this: to Station 1, Scouts 1 and 2 pull the sled and

Scout 3 rides; to Station 2, Scouts 3 and 4 pull and 1 rides; to Station 3, Scouts 5 and 6 pull and 4 rides; to Station 4 (the finish), Scouts 7 and 8 pull and 5 rides. At the finish, Scout 5 leaps off the sled and delivers the “serum” to the “doctor.” The first patrol making the delivery wins.

Cold-Weather Camping Tips

- On expeditions away from the camp, use the buddy system. Buddies can watch each other for frostbite (specks of white on the skin) and make sure no one gets lost or wet, with the consequent danger of hypothermia.
- If a Scout has a cap without earflaps, have him tie a neckerchief or scarf over the cap to cover his ears.
- In wind, tie a neckerchief or scarf over the nose and ears and let the point hang over the chin.
- If mittens get wet, use an extra pair of dry woolen socks as mittens.
- Use a wool cap or large woolen sock as a nightcap in cold weather. The body loses lots of warmth through an exposed head.
- For a bed warmer, fill a canteen with piping hot water.
- Tie trouser bottoms over the top of shoes or boots to keep out snow, pebbles, etc.
- Paper (even newspaper) wrapped around the legs, thighs, back, and chest will add insulation.
- Remember that dampness in any form is the No. 1 enemy to safety and comfort in cold weather. Wet feet are especially bad.
- For an emergency poncho, cut a slit in a plastic trash bag or old shower curtain and pull it over your head.
- Don't permit skating by a patrol-size group unless the ice is at least 3 inches thick. Even then have some rescue gear close by in case a Scout breaks through—an ice rescue cross