2019

Comp Chilly

Otter Lake Camp

Feb 2 (8am)-3 (11am)

Cost \$20 per Scout/Scouter

Registrations due January 25th

Contact: Tim Weston

sfg@xplornet.ca 613-376-3407

Comp Info

- The camp is open to all Scouts who are currently registered with Scouts Canada
- Registration information is to be sent to Tim Weston (sfg@xplornet.ca) by January 25. Payment is to be made when registrating at camp. All those who are have been signed up on the 25th payment is expected. If paying by Cheque make it payable to Scouts Canada
- Events run will depend on the weather and conditions. We will be working on the completing Winter Skills 3 and on some of the skills on level 4
- If a youth plans to go tobogganing at camp then they must ware an approved helmet
- We are asking each troop to bring as many songs and skits as possible for the formal camp fire
- CONTEST The group that shows they can work well together and builds a proper shelter will get to set up and light the Formal Campfire

Gear List

<u>Troop</u>

- Tarps, Shovels, Cord/Rope, Bow Saws, Axes (Tools need to build Shelters)

Individuals

- Bag Lunch for Saturday
- Outerwear -Toque, Snow pants, Winter Coat,
 Boots and couple pairs of mitts
- 4-6 pairs of socks
- Warm sleeping ware and an extra toque for sleeping
- Change of clothes for Sunday
- Toiletries
- Mess Kit including a water bottle and mug
- Sleeping bag that should be rated for -15 or lower
- Sleeping pad and Pillow
- Personal First kit
- Indoor foot ware for inside Clarke Hall
- Toboggan to haul gear on

Itmerary

Saturday

8:00-9:00

9:30-10:00

10:00-12:30

12:30-1:30

1:30-4:00

4:00-5:00

5:00-6:00

7:00

8:00

9:00

- Registration

- Opening Ceremony

- Morning Activities

- Lunch (Bag lunch by youth)

- Afternoon Activities

- Complete Shelters/Free Time

- Supper (Camp Stew in Clarke Hall)

- Formal Campfire

- Mug Up

- Back in groups/shelters

Sunday

7:00

- Rise and Shine

8:00-9:00

- Breakfast (Pancakes & Sausages

in Clarke Hall)

9:30-10:00

- Scouts Own

10:00-10:30

- Closing

10:30-11:00

- Cleanup then departure