

Camper

1. Have camped under canvas with a Troop or Patrol for a total of not less than 15 nights.
2. Pitch and strike a hike tent.
3. Direct successfully the pitching, striking and packing of a Patrol tent.
4. Know what to look for when choosing a campsite.
5. Show an understanding of the principles of camp hygiene and the importance of order and cleanliness in camp generally.
6. Demonstrate how to store food in the quartermaster's tent.
7. Construct alone a camp larder, a camp oven and two other gadgets of your own choice.
8. At camp, cook for yourself and at least one other - but not more than a normal Patrol-
either a hot breakfast meal **or** a dish for a main meal which must include two vegetables.
9. Have a good knowledge of *Scout Camping*.