

Camping Standard (10%)
Descriptions
Personal Hygiene and Uniform/ Layout Inspection 25%
Personal appearance - Uniform (Correct method of wearing and dressing)
Personal appearance - Hygiene (fingernails, uniform etc)
Personal Layout Inspection (Equipments neatly arrange)
Personal Layout Inspection (Fulfil the objective of Airing of clothing)
Personal Layout Inspection (Seperating of dirty from clean clothings)
Subtotal
Campsite Inspection 45% (Area and Gadgets)
Campsite Cleaniness (Equipments kept properly)
Campsite Cleaniness (Litters)
Campsite Cleaniness (Dustbin emptied)
Camp Gadgets tidiness - Table
Camp Gadgets tidiness - Benches / Chairs
Camp Gadgets tidiness - Clothes line
Camp Gadgets tidiness - Shoe Rack
Camp Gadgets tidiness - Kitchen Dresser *
Camp Gadgets tidiness - Dustbin
Camp Gadgets tidiness - Fencing
Camp Gadgets tidiness - Extra I *
Camp Gadgets tidiness - Extra II *
Camp Gadgets tidiness - Extra III *
Notice board- Daily journal, updates
Subtotal
Kitchen 30%
Kitchen shed - Uprights, guylines must be taut, neat and tidy
Kitchen shed- flyover must be smooth
Kitchen shed - Pegs are to be make visible at night
Kitchen - Utensils wash and clean
Kitchen - Storage of food / Handling of left over food
Subtotal
Total 100%

Gateway (Must be constructed within campsite area) (5%)
Descriptions
Design and creativity 60%
Design and creativity
Degree of difficulties - The design of the project is such that it is inherently difficult to construct and therefore challenging Difficult in construction (Time consuming/ more manpower and many lashing)
Sufficient width and height for passage through
Aesthetic qualities
Additional features
Subtotal
Safety and Stability 15%
Stability - Project can self stand or if design requires guyline, proper guyline and anchorage to be used
Subtotal
Lashing 25%
Correct use of lashing/ knots/ hitches - 1 wrong usage, deduct 1 point
Tidiness of lashings
Checking of A critical lashing
Checking of B critical lashing
Subtotal
Total 100%

Campsite Development (15%)
Descriptions
Campsite 5%
General Layout - eg. Practicality & safety
Subtotal
Kitchen Shed 15%
Kitchen shed - Uprights, guylines must be taut, neat and tidy
Kitchen shed- flyover must be smooth
Kitchen shed - Pegs are to be make visible at night
Overall Stability
Design should allow for space and shelter from sun or rain
Subtotal
Gadgets 70%
Design - Table (Aesthetic, Practicality, Safety)
Ropework
Design - Kitchen Dresser (Aesthetic, Practicality, Safety)
Ropework
Design - Benches (Aesthetic, Practicality, Safety)
Ropework
Design - Fencing (Aesthetic, Practicality, Safety)
Ropework
Design - Shoe Rack (Aesthetic, Practicality, Safety)
Ropework
Design - Clothes Line (Aesthetic, Practicality, Safety)
Ropework
Design - Dustbin (Aesthetic, Practicality, Safety)
Ropework
Design - Extra I (Aesthetic, Practicality, Safety)
Ropework
Design - Extra II (Aesthetic, Practicality, Safety)
Ropework
Design - Extra III (Aesthetic, Practicality, Safety)
Ropework
Subtotal
Patrol Flag 5%
A3 Size cloth mounted on staff
Design and Artwork
Subtotal
Patrol Notice Board 5% (must be waterproof)
Patrol member's Writeup (introduction)
Group Emblem Writeup (Meaning)
Scout Group Writeup (History)
Camp Writeup (Experience)
Attractiveness, decorations (Photographs)
Subtotal
Total 100%

Pioneering (10%)
Descriptions
Height and Distance 5%
Structure to be built within 5m x 5m Guyline can be out of the boundary (within 6 X 6) ** A ZERO will be award if requirement is not fulfilled
Height (Requirement I) (Highest Platform of structure should be below 5m) ** A ZERO will be award if requirement is not fulfilled
Height (Requirement II) (Highest point of structure cannot be more than 7m) ** A ZERO will be award if requirement is not fulfilled
Subtotal
Design and creativity 40%
Design and creativity -
The idea of the project should be creative and attractive. It should possess elements of fun relevant to children and youth from 10yrs old to 16yrs old.
Aesthetic qualities
Subtotal
Safety and Stability 30%
Stability - Project can self stand or if design requires guyline, proper guyline and anchorage to be used
Uprightness
Additional features like railing and ladders to enhance safety
Practically - At least 20 scouts must be able to play in the structure without significant damage.
Subtotal
Lashing 25%
Correct use of lashing/ knots/ hitches - 1 wrong usage, deduct 1 point
Tidiness of lashings
Checking of A critical lashing
Checking of B critical lashing
Subtotal
Total 100%

Fire Setting (2.5%)	
Descriptions	
Fire Setting 100%	
(max will be given 18 matches)	-
Use <= 3 matches = 100pts	-
Use > 3 matches <=6 matches = 80pts	-
Use > 6 matches <=9 matches = 60pts	-
Use > 9 matches <=12 matches = 40pts	-
Use > 12 matches <=15 matches = 20pts	-
Use > 15 matches = 0pts	-
Total 100%	

Backwoodsman Cooking (10%)	
Descriptions	
* Natural equipments / Cultery (Only Natural equipment to be used, except swiss knife + strictly no aluminium foil)	
General 25%	
Planning of food menu	
Optimisation of usage of ingredients	
Subtotal	
Cookery 60%	
Method of Cooking - Rice (main)	
Over cook/ Cook/ Half cook/ Not cook food	
Presentation and appealing (appetising)	
Method of Cooking - Chicken & Fish - Must cook as a whole chicken	
Over cook/ Cook/ Half cook/ Not cook food	
Taste of food	
Presentation and appealing (appetising)	
Method of Cooking - Side Dish I	
Over cook/ Cook/ Half cook/ Not cook food	
Taste of food	
Presentation and appealing (appetising)	
Method of Cooking - Side Dish II	
Over cook/ Cook/ Half cook/ Not cook food	
Taste of food	
Presentation and appealing (appetising)	
Method of Cooking - Side Dish III	
Over cook/ Cook/ Half cook/ Not cook food	
Taste of food	
Presentation and appealing (appetising)	
Subtotal	
Hygiene 15%	
Cleanliness of cooking area Handling of raw food Handling of cooked food	
Subtotal	
Total 100%	

Campfire Skit (2.5%)	
Descriptions	
Creativity and Presentation 60%	
Creative and original skit	
Quality of presentation (Well rehearsed with props)	
Scouting elements	
Subtotal	
Entertainment value 25%	
Rapport with audience	
Overall Entertainment	
Subtotal	
Communication of Message 15%	
How effective has the patrol convey the message to the audience	
Subtotal	
Total 100%	

First Aid (10%)	
Descriptions	
Bandages 20%	
Bandage I -	
Bandage II -	
Bandage III -	
Bandage IV -	
Subtotal	
Evacuation 20%	
Evacuation I -	
Evacuation II -	
Evacuation III -	
Evacuation IV -	
Subtotal	
First Aid Scenerio 60%	
Assessment of situation	(Fracture/ Shock/ Open wound etc)
First Aid treatment	
Rescue/ Evacuation procedure	
Teamwork - Allocation of duties	
Timing taken	
Subtotal	
Total 100%	

Orienteering (10%)	
Descriptions	
Score/ Line Orienteering w/ sub act. 50%	
Checkpoint I	
Checkpoint II	
Checkpoint III	
Checkpoint IV	
Checkpoint V	
Timing	
Subtotal	
Plane Map Sketching 50%	
Map to scale with legends	
Bearing check	
Distance check	
Subtotal	
Total 100%	

Scout Quiz (7.5%)	
Descriptions	
80 qns in total	(40
qns - Knowledge of Movement)	(20 qns -
First Aid)	(20 qns -
Orienteering & Pioneering)	
Total 100%	

Sub Camp Challenge (2%)	
Descriptions	
Telematch-based. More details will be available at a later date.	
Total 100%	

Open House (2.5%)
Descriptions
Points will be awarded based on a voting system where visitors to the Open House may vote for their favourite pioneering project (70%)
Effort put in extra set-up and running "stall" (30%)
Subtotal
Total 100%

Scouting Elements (8%)
Descriptions
Scouting Element 80%
Motivation and working of the patrol
Co-operation and helpfulness between patrols
Subtotal
Camp Duties 20%
Discharge of duties assigned by Sub-camp Chief - Task I
Discharge of duties assigned by Sub-camp Chief - Task II
Subtotal
Total 100%

Camp Cook (5%)
Descriptions
Planning 15%
Plan a meal A well balanced meal comprises of meat, vegetable and rice with desert
Cook duration Points will be given according to the number of dishes completed
Optimisation of Ingredients - Ingredients are to be fully maximised and if possible all to be used up
Subtotal
Cookery 70%
Rice, Meat, Vegetables, Extra Dish
Points awarded according to level of cookness, taste, presentation.
Subtotal
Hygiene 15%
Personal hygiene (Scouts doing cooking) To check on personal hygiene maintain while cooking/ handling food eg. Fingernails
Cleaniness of cooking area To check on cooking area free from scraps of foods and litters
Handling of food To check on all cooked food covered while cooking / before eating
Subtotal
Total 100%