

# BIVOUCAC ASSESSMENT



**Birmingham County**

## BIVOUCAC AWARD ACTIVITY WEEKEND ASSESSMENT CRITERIA

Leaders may question participants to ensure understanding and not just luck has not been used to achieve points.

### 1. Shelter / Bivouac - 15 points (minimum 10 points to pass this criteria)

Construct a waterproof, temporary shelter from natural materials, which provides shade in the day and warmth at night.

#### DO NOT CUT LIVE TREES

- Construction Time - 4 points within 2 hours / 3pt in 3hrs / 2pt in 4hs / 1 if longer
- Site Level or head slightly raised - 2 points (significant slope or head lower than feet - 0 points)
- Site Suitability (not in a valley, ditch or other potential watercourse / no flood risk) - 1 point
- Site Safety (no ant hills / no insect nests / no dead or leaning trees / no dead fall branches above) - 2 point
- Shelter Size (no longer or higher than a Scout laying down with kit) - 2 points
- Fern Cover (waterproofing) - fully covered, compressed & effective - 3pts / fully covered - 2pts / some gaps - 1pt
- Fern Mattress (insulation) - 1 point

### 2. Fire - 20 points (minimum 10 points to pass this criteria)

Construct, light and maintain a fire to cook on, provide warmth and give light for the duration of the activity. Review periodically - Saturday morning, afternoon, evening and Sunday morning.

#### DO NOT CUT LIVE TREES

- Fire ALWAYS prepared & started without assistance - 5 points
- Assistance given once - 4 points / twice - 3 points / thrice - 2 points / more than thrice - 0 points
- Fire Pit (cleared to mineral earth) - 1 point
- Fire Surround (complete, effective & unburned) - 1 point
- Fire Reflector (directing heat into Bivouac) - 1 point
- Segregated Woodpile (adequate quantity & defined by size) - up to 4 points (1 point for each review period)
- Fire Quality / Ember Production (right size fuel being burned) - up to 8 points (2 points for each review period)

### 3. Cooking and Menus - 10 points (minimum 5 points to pass this criteria)

Consistently demonstrate the skill of preparing, storing and cooking the vital fuel needed to make the activity enjoyable ...

- Anything cooked on a stick SKEWER - 1 point
- Anything cooked using the leaf wrapped STEAMING method - 1 point
- Anything cooked by BAKING (potatoes, onions, fruit etc / excluding eggs) - 1 point
- Anything cooked on a BUTTERFLY RACQUET / griddle - 1 point
- Any attempt at cooking an EGG (baked / in an onion / in a potato etc) - 1 point
- Any attempt at TWISTS, BANNOCKS or BREAD - 1 point
- Grazing on FRUIT & VEGETABLES - 1 point
- Hygiene (hands, tools, storage) - 1 point
- Drinking without reminder - 1 point
- Demonstrate evidence of a well planned menu - 1 point

### 4. Gadgets and Utensils - 10 points (maximum points awarded)

#### PERMITTED TO CUT LIVE TREES

A gadget is an ingenious invention. A utensil helps with food preparation and cooking. Each item scores 1 point. You can make more than 10 if you choose, but no more than 10 points will be awarded. No need for sophistication, just something to improve the quality of life; simple and useful is best.

Gadgets	Utensils	
Table	Knife / Fork / Spoon	
Chair	Plate / Bowl	
Boot rack	Tweezers / Tongs	
Fence / Wall / Windbreak	Hammer	
Cooking store	Digging stick	
Resin candle / Resin torch	Hole punch	
Brush / Broom	Rotating spit	
Bow drill	'Trident' skewer (for rotating spit)	
Pit fire	String (nettles, brambles, ivy, roots, bark etc)	
Fire poker	'String' meat roaster	
Y peg for securing stick skewer	Or any other examples	
Y shape for supporting skewer stick		
Acorn whistle / Carved Elder whistle		

**DO NOT INCLUDE a Fire Surround, Fire Reflector, Wood Pile, Fern Mattress, Stick Skewer, Butterfly Racquet, Signal Fire or Stick Skewer when scoring - points for these items are awarded elsewhere.**

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### 5. Direction Finder - 5 points

Demonstrate and explain the 'Shadow Stick' method of finding north.

- Standing up master stick and mark shadow - 1 point
- Allow 15 minutes (or longer) to pass and mark new shadow location - 1 point
- Drawing a line from shadow mark 1 to shadow mark 2 and knowing this is East / West - 1 point
- Know the perpendicular of the East / West line is the North / South line - 1 point
- Face and point north (away from the sun) - 1 point

### 6. Water Filter - 5 points

Construct a water filter that can filter general rubbish from a pint of water. Demonstrate an understanding of what needs to be done to the filtered water to make it drinkable after filtration.

- Produce rough 'layered sock' / 'plastic bottle' filter - 2 points
- Explain further methods of purification (e.g. boil, micron-filter, puritab) - 2 points
- Know filtration does not filter out chemicals - 1 point

### 7. Signal Fire - 5 points

Construct a signal fire cone and be prepared to set alight quickly when instructed on Sunday.

- Construct a Signal Fire Cone before nightfall - 1 point
- Good store of 'wet' smoke producing materials nearby (grass, leaves, moss, ferns) - 1 point
- Set alight in under 5 minutes - 1 point
- Burned fast & hot for over 3 minutes - 1 point
- Produced plentiful smoke & bright flames - 1 point

### 8. Edible Plants - 5 points

Locate, identify, collect and be able to explain the preparation of at least 5 actual edible plants in or near sector. Each food type scores 1 point. Possible onsite examples include blackberries, rosehip, bracken tips, rowan berries, sweet chestnuts, acorns, pinecone seeds, pine needles, beech nuts, wild sorrel leaves, stinging nettles and dandelions.

### 9. Tree Identification - 5 points

Locate and identify at least 5 actual trees in or near sector. Each tree scores 1 point. Possible onsite examples include ash, beech, hazel, holly, horse chestnut, larch, rowan, silver birch and sweet chestnut.

### 10. Site Layout - 5 points

Review if thought has been used in the layout of the overall site, how the gadgets and utensils are located for convenience and ease and how effective the fire has been at providing warmth and light.

- Fire located to the front of Bivouac - 1 point
- Fire not on a significant slope i.e. not trying to roll down hill - 1 point
- Fuel Source / Wood Pile placed in easy reach of fire - 1 point
- Inventive & imaginative gadget use to make life easier - 1 point
- Site kept clean & tidy throughout weekend - 1 point

### 11. Site Clearance - 5 points

Deconstruct Bivouac and clear site so there is no evidence of anybody ever being there.

- Bivouac deconstructed (long sticks stacked for future use) - 1 point
- Ferns widely dispersed - 1 point
- Fire cold & remain debris dispersed - 1 point
- Fire scar removed or covered - 1 point
- No litter - 1 point
- Evidence of burning to permanent features (roots / stumps / canopy leaves) - LOOSE 1 point

### 12. Attitude - 10 points

Review participant regularly and award marks through the activity. Give high scores for effort, energy and enthusiasm, following instruction and not giving up. Give low scores for laziness, messing around, interfering with others, not following instruction and giving up.

**An overall score of 70% is required to achieve the Bivouac Award, but certain assessment criteria also have a minimum score that must be achieved, no matter how well the participant scores in other areas.**