

December 31,
2013

Winter Camp News

"Traditionally Unconventional"

*"On Guard
Since 1986"*

High School Fiasco at Winter Camp

by Steve Donohue

During the RPG Round-up, Doug Wilson, Steve Donohue, Gabe Church, Joe Warren, and Alex Downie sat down to play a story game called Fiasco. In Fiasco, the players create relationships between their characters then assign them needs, locations and objects before finally starting to play. In our game, Joe and Gabe were best friends, Joe and Steve were the two weirdest kids in school, Steve and Alex were a pair of angry nerds while Alex and Doug were identical twins and Doug had met Gabe while doing community service. Alex and Steve had the School Yearbook on a bad disk drive and were planning to restore it while secretly putting on some photos to shame Gabe. The photos came from Joe and were of a party at the lake that got a little wild. Meanwhile Gabe and Doug had found a bag of money while doing community service and the drug dealer whose money Gabe had found was looking for him and, in a case of mistaken identity, Joe.

The plot revolved around the thugs chasing down Gabe and Joe for the money while Doug, who had the money, turned it into the police for the notoriety. Meanwhile Alex fixed the drive and Steve got Joe to give him some photos which he inserted into the yearbook. There was a lot of mistaken identity involving the twins and Joe and Alex sharing the same name as characters. The game resolved with a lot of bad news for everyone. Gabe was nearly killed by thugs but was instead wounded when the SWAT team shot the thugs. Alex tried to fake his own death but was caught. It was revealed that Doug was mostly a poser just out to do things to make himself look good. Joe was forced to give up his tree house after the fire and Steve, who was arguably one of the most guilty, actually came out looking good when he won a lawsuit against the police after charges were dropped.

A good time was had by all.

Market Madness Reconsidered

by Steve Donohue

Following a successful exploration of Silver Trails Scout Reservation, four teams found a number of resources in abundance. In the afternoon, the teams met once again to find ways to use those resources to create new products and inventions. After the first period of inventing there was an auction followed by trading, further inventing, and finally a presentation of each team of their favorite three inventions.

The first round saw Team Three leap to an early lead which they exploited in the auction to keep other teams from gaining access to key resources. Team three maintained their lead and cruised to an easy victory. The other teams didn't go down without a fight though and there were a number of interesting inventions. Team One came up with the windmill, alcohol, fried chicken and the ice box. Team two came up with the tin can, fire piston, diamond press, and the caffeinated tortilla. The victorious Team Three came up with log cabins, sewing needles, and Winter Camp. Team four came up with a power plant, a brothel, the Statue of Liberty, and the infamous kitchamajig.

Today's Schedule

(All times WCST)

9:00 AM	Battle Grits
10:00 AM	Croquet-Kickball
12:00 N	Aftermath Stew
1:00 PM	Cleanup
4:17 PM	End of Winter Camp XXXVII

Gastronomic Delights

The roulette wheel that came out on Casino Night may be pressed into extra service on Day Five at **Battle Grits**—your last breakfast of 2013. What does the Wheel of Breakfast have in store for you?

Last, and possibly not least, the **Aftermath Lunch** will bring back some of Winter Camp XXXVII's more abundant dishes for an encore in a tasty batch of Rand Stew. If you didn't eat it now, here's your chance to eat it later. See page 2 for some of the lore surrounding this dish.

Alimentary Endings

Piapalooza made its Winter Camp debut this year, although homemade pie has been served many times at camp. The main course was beef pie, prepared with potatoes and carrots. This was followed by a wide selection of dessert pies: apple, cherry, blueberry, and chocolate.

Silver Trails Scout Reservation officials were favorably impressed by the bill of fare; one of them noted that Winter Camp may not be allowed to leave today, and another commented that Winter Camp should publish a cookbook. It should be noted that the Winter Camp library holds a number of volumes containing noteworthy and possibly infamous recipes that have been prepared at camps gone by.

The **Casinopalooza Snack** used the Silver Trails popcorn machine to its best advantage to prepare one of the salty snacks that have been served in conjunction with Casino Night since Winter Camp II.

The Winter Camp Future Society, an association of experienced campers committed to the support of Winter Camp, is currently planning the festivities for Winter Camp XL, to be held in 2016. As this will be the 40th Winter Camp, talk of an "Over The Hill And On A Roll" party is not out of place.

Risk Legacy: Year Two

by Steve Donohue

Winter Campers once again gathered around the Risk board to try their luck. Risk Legacy is a game where the play can change the board for future iterations. This time out found Ethan Rein, Gabe Church, Adam Haubenstreicher, Keith King, and Steve Donohue. Ethan, Gabe and Steve had played the previous year.

The game started out with Gabe in Australia, Steve in Europe, Adam in North America, Keith in Africa, and Ethan in South America. Conflict came quickly for Ethan and Adam as they began squabbling along their borders on the second turn. Gabe was relatively unmolested in Australia and expanded into Asia early. Adam responded by crossing the border from Alaska into Kamchatka and taking a few territories. Keith and Steve managed to avoid most conflict until Keith launched an attack into South America which crippled but did not kill Ethan. With Ethan weakened and most of his enemies crippled, Steve played 5 coins

and brought 18 armies into play. He then launched a multi-prong attack with troops in southern Europe attacking Keith until he lost his base and other troops in Iceland attacking through North America all the way to Venezuela. The last turn found him forced to redeem his lone missile in order to secure victory.

Steve emerged victorious, earning the right to build and name a major city. Ethan created the city of Silver Trails in the Western US, joining the city of Hilcort which he had made in 2012. Gabe answered by creating Xana-D-A in Mongolia while Keith created Codyland in South Africa. Adam created Canada Sux in Alberta and Steve responded with No It Doesn't, Ontario.

Because Steve won for the second time, an envelope opened which created new rules for Homelands and opened up a handful of missions and events for later plays. The next session is scheduled for Winter Camp XXXVIII with the final game-changing event scheduled for Winter Camp L.

Back In The Day

(Reprinted from the online version of *Origins*, © 1998, Winter Camp Future Society, and from *Encyclopedia WinterCampica*, 17th edition, © 2014.)

Perhaps no other meal more typifies Winter Camp than Rand Stew. It is, to say the least, an unusual meal. and, like many Winter Camp foods. it is filling and quite tasty once you get past the appearance.

The first recorded instance of Rand Stew being served at a chapter camping expedition comes in February of 1978. Four members of the chapter, Doug Wilson, Mike Osvath, Steve Donohue, and (of course) Jeff Rand were spending the weekend at the Lincoln Pilgrimage in a model outdoor campsite. Temperatures for the weekend were very low, and most foods were frozen.

Rand Stew was served on Sunday as a brunch meal, and consisted of the typical ingredients: hamburger, potatoes, carrots, and leftovers. Included amongst the leftovers was a pound of butter. Mr. Wilson cut the vegetables with a bow saw, and Jeff combined them in a large pot hung from the quadripod.

Although somewhat crude by today's standards, this first batch of Rand Stew was sufficiently tasty to make it a Winter Camp tradition ever since. By the way, the butter made the stew very greasy, necessitating the use of a cabin to get hot water for cleaning the pot.

Although still primarily a Rand creation, Jeff has allowed Dr. Beast to assist him with the preparation of the dish several times. The phrase "eat it now or eat it later" still strikes terror into the hearts of Winter Campers.

Rand Stew has, since Winter Camp V, been prepared with a special utensil bearing some resemblance to a canoe paddle. This object was purchased at the 1981 Camp Rally by a team of Downriver Arrowmen including Dan Bollman, Mark Bollman→, and Steve Donohue. The Downriver contingent located the stirrer on sale at the Cole Canoe Base booth and quickly saw its Winter Camp value.

Winter Camp Trivia

Yesterday's answers:

1. Who served as auctioneers amidst the Market Madness?

—Jeff Rand & Steve Donohue

2. Who has so far earned the Winter Camp Participation Award at Winter Camp XXXVII?

—Ben Green & Corey Sanborn

3. What did Alan Wilson use as the filament in his homemade light bulb built as part of his 2013 hobby?

—Pencil graphite

4. How many colors do Winter Camp

poker chips come in?

—Ten

For your consideration over the next 11.7 months:

1. Which two Winter Camp advisers endured a very long safety video and are now chain-saw certified at camp?
2. Which candy was added to some of the sausage made at Winter Camp XXXVII?
3. Which Winter Camp XXXVII event took place at D-A?
4. Which flavors of dessert pies were served at Piapalooza?

Breaking News: Kristie "OV" Donohue has announced her intention to serve as Adviser for Winter Camp XXXVIII. Shortly thereafter, Ian McKeever bonked his head on an overhead light fixture in his zeal to volunteer as youth leader. Anyone interested in joining the leadership team should contact Ian.

Winter Camp XXXVIII

More Roman Digits Than Any Winter Camp Until 2064

December 27-31, 2014