#### **Winter Camp XXXVII Evaluation Summary**

The number after a response indicates the number of times it appeared on an evaluation. No number means the response was listed once.

# What were your favorite activities from Winter Camp?

- CC Golf (4)
- Rush is On / Market Madness (3)
- Fire building (2)
- Casino Night (2)
- Role Playing Round Up
- Bowmaking
- Clout Shoot
- Mastadon Hunt
- Baking

### What changes could we make to activities to improve them next time?

- Casino night should probably be longer given the interest of participants. Maybe a score at the end to celebrate big winners.
- More crafting events
- No changes necessary
- Award for pie making
- Stay on schedule better
- Modify golf clubs

### What are activities you would like to try next year?

- Robots (3)
  - o Battle / Maze navigation using programming
- CC Bowling (2) (or some other non-golf activity)
- Genius Night
- Magic: The Gathering Live
- Genius Acitivity make up a game on site using existing equipment
- Track scores of game throughout weekette

### What were your favorite meals from Winter Camp?

- Piapalooza (4)
- Battle Grits (3)
- Homemade Sausage, Mac and Cheese (3)
- Dragon Dinner (3)
- Bollmano's Pizza (2)
- Some Kind of Stew
- Continental Breakfast
- Exotic Fruit
- Skittles Sausage

## What changes could we make to meals to improve them next time?

- More recipies (3)
- Youth cooking days (2)
- Better supervision to be sure that all items are served
- One pot meals
- Meals were great
- More pie
- Biscuits for breakfast
- Warmer eating area
- New electric hotdog cooker
- Speed up battle grits

Bake Bread on multiple days

#### What are some meals you would like to try next year?

- Dragon Dinner
- Pulled Pork
- Soup and Sandwich
- Turducken
- Breakfast for dinner
- Dessert Contest
- Breakfast Casserole

#### What are some other changes that we could make next time to improve Winter Camp?

- Add Reese's to trading post (2)
- Earlier initial meeting (September) (2)
  - Allow for better promotion and activity, meal development
- No changes necessary (2)
- Themes need to be more engaging. This year's theme helped with planning but wasn't really implemented well at camp.
- Probably need more free time at various times (morning, afternoon, evening)
- Maybe more events with indoor-outdoor components, like Market Madness / Rush is On
- Outdoor Scouts' Own. Maybe multi-station (2)
- Events with consequences. Participate in this event in order to gain something a later event. Must make consequences of participation / non participation clear. Choosing not to participate is your fault as are consequences. Needs to be carrot not whip so participation equals bonus not failure equals punishment.
- Food teams. Maybe a quick "rate yourself" to help form better teams which are finalized by leader. May break cliques.
- Enforce Quiet Hours
- More pie
- More time outdoors
- Winter Camp at D-bar-A

### **Other Comments**

- Meal preparation was well done
- Bread making went well with youth making loaves