

December 30,
2014

Winter Camp News

"Traditionally Unconventional"

*"On Guard
Since 1986"*

The Legacy Continues

by Steve Donohue

Risk: Legacy is a board game which changes permanently with each play until the 15th, when the board is fixed. Players play one of several factions with unique abilities and can, during the course of the game, grant bonuses or penalties to specific territories. The territories and map are essentially the same as in standard Risk.

On December 28, 2014, we played the 3rd game on our Winter Camp L board, which will see its last changes in 2026. The players this time were Steven Lardin who started in Peru playing Khan Industries, Gabe Church leading the Saharan Republic from his base in Madagascar, Die Mechaniker was led by Alex Downie from their base in Russia, Ben Green led the Enclave of the Bear from Eastern Australia and the Imperial Balkanians led by Steve Donohue out of their base in Ontario.

The game started out quickly with everyone but Steve having a complete continent after the first turn. Gabe and Ben struggled to keep Europe in check while the two Steves battled it out over control of Central America. By the end of turn two Steve D and Alex were both out of owning continents and looking a little haggard.

The factions continued to battle for several turns and Steve D. was forced to use his missile to keep Gabe from becoming the winner. He used Gabe's stretched out connection along with Alex' weak western border to claim total victory. He started by sweeping south from Greenland with an amphibious assault of Europe. Claiming 4 different victories over water satisfied a mission and gave him a victory point. He then continued into Russia claiming Alex's base. He then turned to his southern border and seized Steven's base to claim his 4th victory point and world domination.

His victory allowed the construction of the last minor city, the town of Player 3 in Argentina by Steven. Ben added a coin to Eastern Australia, while Gabe and Alex did the same to Afghanistan and Great Britain respectively. Steve named the area of North America "Greater Canada".

Quote O' The Day

"Only at Winter Camp would there be something called 'non-doughnut' chemistry."

—Steve Donohue, during the Hobby Draw

Winter Camp Casino

Open tonight: 6:00-9:45 PM

Today's Schedule

(All times WCST)

9:00 AM	Continental Breakfast available
10:30 AM	Cross-Country Triathlon
12:00 N	Luncheon at Club Trout Lake
1:00 PM	Continued Triathletics
2:30 PM	Snow Soccer
4:00 PM	Escape Contest
6:00 PM	Winter Camp Casino opens
7:00 PM	Casino Buffet
8:30 PM	Stage Show
9:45 PM	Winter Camp Casino closes
10:00 PM	Time Capsule and Burials
11:45 PM	That Looks Good Snack
12:00 M	Lights Out

A first look at tomorrow...

9:00 AM	Jackpot Grits
10:00 AM	Ultimate Frisbee
12:00 N	Conglomerate Lunch
1:00 PM	Cabin Cleanup
3:00 PM	Winter Camp XXXVIII ends

Alimentary Endings

Yesterday's Hunter-Gatherer Meal focused considerably more on the "gatherer" side of the coin than the "hunter". Four teams set out along an intricate string maze in the Beaver Creek outland, in search of foodstuffs that might combine for a meal. The woods soon yielded a mixed quarry of exotic seafood, soups, and sandwich fixings. Upon inventorying their quarry, a suggestion was made that everyone pool their resources and unite in a communal meal, but this suggestion fell by the wayside when the two leaders could not put their differences aside. A challenge to the Clearwater teams was a stove monopoly held by Beaver Creek, and so the downstairs hunter/gatherers were rumored to have resorted to drinking cold soup to quell their hunger. The idea of grilling cheese sandwiches over a kitchamajig was developed by the Clearwater team, but was perhaps not perfected.

Upstairs in Beaver Creek, lunch was more passable as the teams were able to combine their findings into a batch of salmon salad, some grilled cheese sandwiches, and hot tomato soup.

Gastronomic Delights

A common sentiment among Winter Camp grocery shoppers on Christmas Eve or while making restocking runs during camp is "That looks good. Too bad it's not on the food list." At Winter Camp XXXV, that sentiment was accommodated by the invention of the **That Looks Good Snack**, which was originally intended as a dinner. The meal theme returns tonight.

Hobbies Announced For 2015

We live in a world of tradition.. And as everyone here knows, Winter Camp is full of it. As part of Winter Camp's continuing efforts to fulfill one of the purposes of the Order of the Arrow by establishing and maintaining camping traditions, the 2015 Hobby Draw was held on Day Three. Here are next year's hobbies:

Ian McKeever	Go on a spirit quest	Joe Warren	Doughnut making
Chris Kirschke	Cook a meal every day	Adam Haubenstricker and Shane Bishop	Papermaking
Dan Sheridan	Write a horror story	Mark Bollman→	Uranium glass collecting
Grant Maxfield	Explore chemistry	Doug Wilson	Construct a candlestick telephone
Brian Maghran	SCUBA diving	Roger Horn	Continued aviation
Nick Weathers	Guitar playing	Alex Downie	Candymaking
Ethan Rein & Dave Oakley	Photograph kitchamajigs	Corey Sanborn	Plan and promote a fun activity for a chapter meeting
Kristie & Steve Donohue	Compile WC hacks	Ben Green	Mail WC postcards from European countries
Jeff Rand	Rest for a full day	Ben Osvath	Get a boating license
Steven Lardin	Construct armor and weapons	Robert Miller & Chris Downie	Launch a weather balloon
Gabe Church & Alan Wilson	Construct battlebots		
Mike Osvath	Read a book and review it for the Winter Camp News		

Notorious Cheats

Loaded dice are one form of casino cheating that has the potential to be used against the players by the casino, in contrast to other methods of cheating we've examined in this column. However, the fact that every casino game is fixed in the casino's favor makes measures like these unnecessary—on the house's behalf, that is. Players have developed a number of ingenious and thoroughly illegal ways to introduce rigged dice onto a casino craps table. Some players have found success with the use of simple mis-spotted dice: dice with the numbers 2,3, and 5 appearing twice each on opposite faces, for example. Such dice are biased toward rolling the sums of 4, 6, and 10 the "hard way" (as doubles) and so may be exploited by knowledgeable bettors.

Other crooks have experimented with weighted dice; dice that have been modified to favor certain sides over others. For example, a cheat might carefully drill out the spots on the 6 side a die, load them with thin slugs of gold or platinum, and repaint them to hide his or her deception. When introduced into a craps game, such a die would be more likely to land with the 6 side down and show a 1—it's then again a simple matter to bet with the sides that the dice favor.

A more brazen form of crooked dice are *door pops*. These dice are sold in pairs: one with a 5 on all six sides and one with three sides showing a 2 and three sides showing a 6. While these dice can only roll a 7 or 11 and so are guaranteed winners for a player betting the pass line, only the dumbest of casino personnel would fail to notice these dice. Door pops are best used for casual dice shooting, preferably at night in a dimly-lit alley. You should, of course, be extremely wary of the characters who frequent such back-alley craps games and take their temperaments (and tendencies, perhaps, to shoot first and ask questions later) into account before trying this yourself.

Back In The Day

Tonight will feature another Winter Camp time capsule placement. The retrieval, inspection, refilling, and re-planting of the annual capsule are now familiar parts of Winter Camp. The first time capsule was buried at Winter Camp XI and retrieved one year later. Beginning in 1995 at Winter Camp XIX, a 5-year time capsule has also been buried each year—in the future, we hope that the capsule unearthed at each Winter Camp will be the one planted five years previously. At Winter Camp XII, a more ambitious 10-year capsule was also buried at the CHR Memorial Site. This capsule was unearthed at Winter Camp XXII in 1998, and a second 10-year time capsule buried that year was brought back to the surface at Winter Camp XXXII in 2008.

Taking ambition to perhaps its ultimate limit, the Society also supports ongoing efforts to place a 1000-year time capsule where it might be found in 2976, in time for a suitable revival event commemorating Winter Camp M. Society members have researched various aspects of this project, and a WCFS vote has directed that this capsule be placed at Winter Camp L in 2026.

At Winter Camp XXVIII, we unintentionally learned that storing contents under pressure, such as a can of shaving cream, underground for years is probably a bad idea. The can in question leaked and destroyed most of the rest of the capsule's contents.

Winter Camp
XXXIX

Dec. 27-31,
2015

D-A Scout
Ranch
(weather and
utilities per-
mitting)

Winter Camp Trivia

Answers from 28 December 2014:

1. Who was shushed by Jeff Rand on the Winter Camp XXXVIII setup day?

—John Howey

2. Who donated Winter Camp's new dinner bell to camp?

—Dave Morosky

3. How tall was the South team's flagpole determined to be at the 38th Parallel Wargames?

—23 feet, 6 inches

Today's questions:

1. Who painted the grinder at the shop during the Winter Camp XXXVIII service project?

2. What were the names of the two casinos built and burnt during Cavemen Vs. Casinos?

3. Who demonstrated his 2014 hobby a day early?

4. Who hit Steve Donohue in the knee with a stick—for no reason—during the 38th Parallel Wargames?