

Alabama-Florida Council

2025 Fall Camporee



“Back to Brown Sea ”
Leaders Guide

October 3-5, 2025

John Hutto Park Newton, AL.

Welcome to the Muskoke District 2025 Fall Camporee!

On behalf of the Alabama Florida Council, Muskoke District Camporee Staff, we thank you for participating in this year's Fall Camporee at John Hutto Park the weekend of October 3-5, 2025.

This year's Fall Camporee theme "Back to Brown Sea" (Back to Basics) is intended to allow all of our Scouts BSA and Venturing units the opportunity to spend a weekend focusing on the basic skills that all scouts should master as part of their scouting journey.

Each Patrol will compete in the Patrol Basic Scouting Skill Challenge on Saturday. Patrols will be scored on their collective ability to demonstrate the basic scout skills needed to become a First Class Scout.

Please join us for a fun weekend of fellowship and scouting activities.



2025 Fall Camporee Administrative Information

Registration

Units will register online at <https://scoutingevent.com/003-FallCamp>

Early Registration date are August 1 to September 15.

Regular Registration dates are September 16 to October 2

Event will allow for Day of Walk- In Registration

Fees

Early Registration: Fees are **\$10** per Scout and **\$10** per Adult.

Regular Registration: Fees are **\$15** per Scout and **\$15** per Adult.

Day of Walk-in Registration: Fees are **\$20** per Scout and **\$20** per Adult.

Check-in Procedures

Units should check-in at the Camporee Headquarters (Pavillion) as soon as they arrive. The Camporee staff will assign their campsite for the weekend at that time.

Unit leaders will provide a roster of all attending scouts and adults when checking in. The roster will either be printed or hand written in a legible format. The roster will note a minimum of two registered BSA leaders with current Youth Protection Training in accordance with current BSA policies. **NOTE: A copy of the Youth Protection Training (YPT) Certificate is required for each Adult Leader at Check-in.**

Unit leaders will also present current BSA Health Form parts A & B for all youth and adult participants to be inspected by the Camporee Staff at check-in. Units will then retain their unit's BSA Health Forms on site during the camporee.

Vehicles in Camp

All vehicles will stay in a designated parking areas at all times. The sole exception will be to drop off and retrieve unit trailers at the start and end of the camporee.

Senior Patrol Leader (SPL) and Scoutmaster Meeting

Each unit will send their SPL (or ASPL) and a Scoutmaster to the Friday night meeting. The SPL will bring Patrol rosters for the Patrol Basic Scouting Skill Challenge.

2025 Fall Camporee Itinerary

Friday, October 3, 2025

5:00 pm – 8:30 pm	Camporee Check-in and Camp Set-Up
9:00 pm	Senior Patrol Leaders and Scoutmaster Meeting
10:00 pm	Quiet Time
11:00 pm	Lights Out

Saturday, October 4, 2025

6:00 am – 8:15 am	Wakeup / Breakfast / clean-up
8:15 am	Camporee Assembly (Camporee Flag pole)
8:30 am	Flag Raising
9:00 am – 11:30 am	Morning Patrol Basic Scouting Skill Challenge Period
11:30 am- 11:45 am	Pick up Mystery Ingredient for Dessert Contest(Pavillion)
11:45 am – 12:45 pm	Lunch* Plan to feed a staffer
12:45 pm – 2:00 pm	Afternoon Patrol Basic Scouting Skill Challenge Period
5:00 pm	Dessert for Contest Due (Pavillion)
5:00-7:30pm	Dinner / Clean-up
8:00 pm	Assembly for campfire, Awards Presentation, OA Call Outs
10:00 pm	Quiet Time
11:00 pm	Lights Out

Sunday, October 5, 2025

6:00 am – 7:45 am	Wakeup / Breakfast / clean-up
8:00 am	Assembly Scouts Own Service
8:30 am – 10:00 am	Break Camp / check-out / depart Park

Camporee Program

Patrol Basic Scouting Skill Challenge

Units will designate Patrols of 4-6 scouts to compete in the challenge. (Ideally, patrols should be the unit's established patrols, but patrols may be established for the camporee.) Units with less than four scouts may be paired with another unit to form a patrol of 6 scouts.

Patrols will be assigned a starting station. Patrols will leave the Camporee Field after the Morning Flag Ceremony, and hike to their first station. Patrols should be dressed and equipped as if they are taking a five-mile hike (water, snacks, first aid, etc.).

Each Patrol will rotate as a group through stations located in the John Hutto Park Camping Area.

At each station, patrols will complete group tasks based on Scout Skills learned from ranks up to First Class.

Patrols will be graded at each station on their ability to complete the task; and use of the patrol method while at each station.

Each station will either be a time based event or score based event. Points for completing the task(s) will be awarded as seen below:

Top Patrol	50 points
2 nd Patrol	40 points
3 rd Patrol	30 points
4 th and Below	20 points

Points for all events/stations will be calculated to determine the overall Top 3 Patrols. Awards will also be presented Top 3 Patrols on each event/station. **NOTE:** Time Penalties will be added for each task performed incorrectly.

Campsite Inspection

During the morning activity period, Camporee staff will inspect each unit's campsite.

Staff will be inspecting the campsite for cleanliness, evidence of use of the Patrol Method (i.e. duty rosters, patrol menus, etc.) , unit pride (i.e. unit flag, signs, gateways, etc.) , and compliance with BSA policy & camporee rules.

Awards

Units with the three highest point totals earned from their Campsite Inspection score and all Patrol Basic Scouting Skill Challenge scores will be recognized at the Saturday evening campfire.

Cowikee Lodge

The Order of the Arrow will conduct a "call out" ceremony Saturday evening at the Camp Fire. More details will be provided at the SPL/Scoutmaster meeting Friday night.

Dining

All Units will be in charge of supplying their own meals for this Camporee. Each Patrol will HOST 1 Camporee Staffer during Lunch on Saturday.

Dessert Contest

Each patrol will be given a MYSTERY INGREDIENT that they must use in a dessert and submit it for judging on Saturday evening. Come prepared you never know what you might have to use in your dish. You will be given an Index card for you to put your ingredient list on- this is strickly for allery purposes. You will put your PATROL NAME on the BACK of the card, DO NOT put it on the front of the card. We try hard to keep this juding fair and unbiased.



Patrol Basic Scouting Skill Challenge Events

1. Tomahawk Skills

At this event/station, the patrol will be given 10 throws at the target. The score will be based on the points achieved on each throw. Each member of the patrol must make at least 1 throw. **This is not a time based event.**

2. First Aid Skills

At this event/station, the patrol will be given 3 injuries to treat (fracture, severe bleeding, object in eye as examples) . The patrol will treat each injury and then fabricate a stretcher with the items provided and transport the victim and predetermined distance (50 meters) . **NOTE:** Additional time penalties will be added for each injury not properly treated. **This is a time based event.**

3. Mock Campsite

Details will given at event station. **This is a time based event.**

4. Knot Skills

At this event/station, the patrol will be required to tie 5 knots (square knot, two half hitches, tautline hitch, bowline and clove hitch) . This is a relay event. The first Scout will run 25 meters and tie the requested knot. He will run back and tag the next Scout for the next knot. This continues until all 5 knots have been tied. **NOTE:** If the Scout does not know how to tie the knot he can run back and tag another Scout to complete the task. **NOTE:** Additional time penalties will be added for each knot tied incorrectly. **This is a time based event.**

5. Adaptability Skills

For this event the patrols will be required to use a MYSTERY Ingredient in a dessert. They scouts will make this dessert at their campsite and deliver samples of it to the Judging table at the pavillion at 5 pm. They can pick up the MYSTERY ingredient at 11:30 am-11:45 am at the Pavillion **This is not a time based event.**

6. Fire Skills

At this event/station, the patrol will be required to start a fire to burn a string 18 inches above the ground. The fire must be lit by alternative methods (**NO MATCHES**) . The patrol may use flint and steel, magnifying glass, or even the friction bow. **NOTE:** Patrols are allowed to bring their own fire starting materials. **NOTE:** The use of leaves in your fire is **NOT ALLOWED**. The score will be based on the total time it takes to burn the string. **This is a time based event.**

7. Pioneering Skills

At this event/station, the patrol will be required to build a pioneering project. All of the poles and rope will be provided. **NOTE:** The project must utilize the square lashing, diagonal lashing and sheer lashing. **This is not a time based event.**

Please NOTE that NOT ALL of the event stations are listed here.



Camporee Rules

Traffic Control and Parking

Vehicles will be parked in designated parking spots. No vehicles will be allowed to park in the camping area. Unit trailers may be parked in the unit campsite, closest to the road, but the towing vehicle must be disconnected and parked in the parking lot.

Unit Leadership

Units will maintain the appropriate ratio of registered leaders throughout the Camporee in accordance with YPT standards. Adult participants will maintain two deep leadership at all times.

Outdoor Code and Leave No Trace

Units will follow the Outdoor Code and Leave No Trace Principles during the Camporee.

Fires

All fires are to be in appropriate containers in the Camporee Field.

Trash

Each unit is responsible for collecting, storing, and properly depositing of trash generated during the Camporee. This Camporee is a pack it in/pack it out event.

Bathrooms Port-a-potties will be available at convenient locations at John Hutto Park. Remember, a Scout is Clean, so keep them clean.

No Flames in Tents

Cooking or lighting with OPEN FLAMES of any kind are not allowed in any tent. Electric battery lanterns and flashlights are recommended.

No Alcohol

No alcoholic beverages of any kind are allowed at Camporee.

No Firearms

For safety reasons personal, firearms, pellet guns, BB guns, bow and arrows, or slingshots of any kind are not allowed at Camporee. **The only exception is in the Program areas during the Patrol Basic Scouting Skill Challenge and the items will be provided.**

No Fireworks

Absolutely no fireworks are permitted.

No pets or animals

No pets or other animals may be brought to the camporee. Service animals are allowed.

Pickup Trucks

BSA regulations clearly state that scouts may not ride in the bed of pickup trucks. This rule will be strictly enforced during the Camporee.

Youth Participants

All youth attending the Camporee must be currently registered members of a Scouts BSA Troop or Venture Crew.