

National Capital Area Council Prince William District Fall Camporee 2025 September 26-28

Silver Lake Regional Park 15800 Silver Lake Rd Haymarket, VA 20169

LEADER'S GUIDE

Kon-Tiki Raft Race



Version 1.0



Welcome to the Prince William District 2025 Fall Camporee

This leader's guide contains the information you need to make this Camporee a success for your organization. Please read this entire guide, it will explain the rules and logistics for this year's Camporee and provide details on how to construct a Kon-Tiki Raft for the race.

The "Kon-Tiki raft race", in the context of Scouting, is a patrol competition during which teams of Scouts build and race their own rafts. This competition is named after the famous "Kon-Tiki" expedition led by Thor Heyerdahl in 1947, when he crossed the Pacific Ocean on a balsa wood raft to prove that ancient South Americans could have reached Polynesia. Essentially, the race is a fun way to commemorate the challenges of Heyerdahl's voyage, focusing on scout teamwork, raft construction, and navigating open water.

The Scoutmaster of Troop 1369 introduced this event to our District in 2019, patterned on the annual event in his hometown which has been held since 1930. Troop 1369 has held the event several times and has invited other Troops to participate, hoping to draw attention and establish this race as a Prince William District event. Prince William District will hold a Kon-Tiki Raft Race on 27 September 2025 at Silverlake Regional Park waterfront from 0900-1730.

This Camporee is set up for Patrol Competition. Units may enter more than one raft, but each raft must be designed, constructed and crewed by members of the same Patrol or provisional patrol by the participating unit. Other members of the Patrol and Unit are encouraged to attend the race and cheer for their raft(s). Units will camp at Silver Lake Regional Park in Haymarket, VA on 26-28 September 2025.

If you have any questions or need additional information, please feel free to contact Vince Bonifera at pwdvcprogramsactivities@gmail.com.





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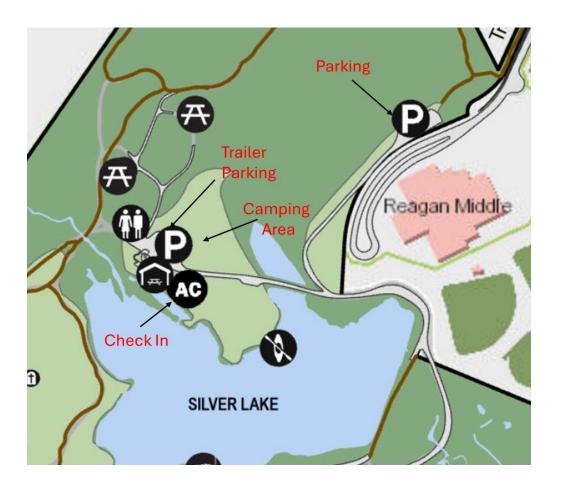
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Camporee General Information

Location:

Silver Lake Regional Park 15800 Silver Lake Rd, Haymarket, VA 20169



Check-In:

Check-in is from 6:00-9:00 pm on Friday night at the Silver Lake Regional Park Activity Center (see "AC" on location map). As you arrive, your unit will be assigned a camping area. Also needed during check in:

- Medical forms Parts A and B for each leader and Scout present during the camporee
- Proof of BSA swim test at Swimmer level for each Scout that will be a raft crew member.
- Proof BSA Swimmer level for any unit Leader that will be in a canoe/kayak during the raft race



Parking:

You will be directed to parking after entering the park before reaching the Activity Center. We will be parking in two areas: trailers will park in the paved lot across from the Activity Center and the remaining cars will park in lot adjacent to Reagan Middle (labeled "Parking" on the map). Note we will be sharing the park with the public during the weekend and must leave space in the main lot for public parking.

Registration / Fees

The cost is \$20.00 per person (Scout or Adult) for the entire weekend. After September 1, there is an additional \$10 late fee per person.

Campsites:

We will be camping in an open field behind the main paved parking lot across from the Activity Center. Units that want to have a campfire and/or cook over a fire will need to bring an above ground fire table. Units are allowed to use propane cook stoves.

The park provides potable water located by the men's and women's bathrooms near the Activity Center.

Prince William County Parks and Recreation Rules to note:

- Untreated firewood collected within 50 miles of the park may be used. Using untreated firewood collected greater than 50 miles from the park is prohibited.
- Firewood obtained from an unknown origin point or from a distance greater than 50 miles from the park must be treated for insects by any of the heat, cold, chemical, or irradiation processes
- There are no trash receptacles at the park. Units will need to pack out their trash.

Uniforms:

All Units will need to be in Class A Scout uniform on arrival and for Saturday morning Flags Ceremony. Class B uniforms are acceptable for Saturday activities.

Leaders Meeting

All Scoutmasters and Senior Patrol Leaders must attend a Friday evening leaders meeting at 9:00 PM location at the Activity Center. The meeting will address Park rules, water safety, raft inspection/competition rules and Saturday evening campfire.

Medical and Emergency Procedures:

Camporee medical staff will be available to handle minor injuries and illnesses. Accidents, injuries, and illnesses MUST be reported and treated at the camp medical area located in the HQ pavilion. The Camporee medical officer will be available

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during Camporee. If you have an emergency, please notify any Camporee Staff member. Units must have a copy of medical forms Parts A and B for every Scout and Leader attending the event and present those copies at check-in Friday night for review by the Camporee medical lead.

The nearest hospital from the Camporee is UVA Health Haymarket Medical Center located at 15225 Heathcote Blvd Haymarket, VA 20169, 4.4 miles and 14 minutes away.

Water Safety

Units are requested to have at least two registered leaders with current training in BSA Safety Afloat and Safe Swim Defense. Identification of those Unit leaders will be noted at unit check-in on Friday night.

Camp Fire:

Saturday evening there will be a campfire at the camping area behind the restrooms across from the Activity Center. Each unit is to have a song or a skit ready for the enjoyment of the camporee attendees. This is also where the awards earned through the weekend will be presented. We will provide additional information during the Friday evening leaders meeting regarding the campfire.

Camporee Patches:

One Camporee patch will be given to each paid participant. This includes scouts and adults. Patches will be distributed at checkout.

Awards / Scoring System:

Awards will be given to the top three Patrols by raw score for the Scout skill activity stations and for the winners of the Kon-Tiki Raft Race. Scout Skill activity stations will be set up for patrol competitions. Specific station activities will be disclosed in an updated Leaders Guide posted on the registration site. Check the PW District Newsletters leading up to the Camporee for additional details. The number of stations will be dependent on the number of units and scouts in attendance.

Check-out:

All units need to check out before departing with PWD staff. At checkout we will confirm that we:

- Have received full payment
- That your camping area is cleaned up and free of residue

Once check-out is complete, units will receive patches. Any units departing on Saturday evening should coordinate with PWD camporee staff to receive patches before early departure.



Camporee Agenda

Friday, September 26

Time	Subject	Location
6:00 – 8:45 PM	Arrival and Check-In	
9:00 PM	Leader's Planning Meeting / Cracker Barrel (SMs,	Activity
	SPLs)	Center
10:00 PM	Lights Out	

Saturday, September 27

Time	Subject	Location
6:30 - 8:30 AM	Wake-up / Breakfast	Campsites
8:30 – 9:00 AM	Open Ceremony / Flags	Activity Field
9:00 AM –	Patrol Competition at stations	Activity Field
12:00 PM	Morning Kon-Tiki Raft Race	Lake
12:00 – 1:30 PM	Lunch	Campsites
1:30 - 4:30 PM	Patrol Competition at stations	Activity Field
	Afternoon Kon-Tiki Raft Race	Lake
4:45 – 5:00 PM	Closing Flags	Activity Field
5:00 – 7:30 PM	Dinner Break	Cook in Camp Sites
7:30 – 8:30 PM	Campfire & Awards	Campfire Area
8:30 - 10:00 PM	Troop Run Programs	Campsites
10:00 PM	Lights Out	

Sunday, September 28

Time	Subject	Location
6:30 AM – 8:30 AM	Wakeup, Breakfast,	Campsites
	Campsite Pack-up	
8:30 - 11:00 AM	Pack-up, check out	Campsites

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Activity Rules and Requirements

Note the planning team is working on Scout Skills activity stations and will update this guide with station information shortly.

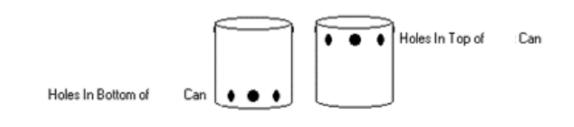
Kon-Tiki Raft Race Rules

- 1. Rafts will race around a course marked by buoys. During the race, the raft crew must start a fire and cook an egg on the raft. Depending on the number of raft entrants and the final course layout, the Race Committee may institute racing by groups to avoid raft collisions. Upon receipt by the Raft Committee of proper raft registration, each entrant will be assigned a raft number which shall be marked on the raft for fan support and judging identification.
- 2. The event will be judged for:
 - a. Most innovative seaworthy design
 - b. Fastest raft race time (including fire-building and cooking)
 - c. Cooking
 - Cook an egg must be cooked onboard using crew manufactured "Hobo stove," with wood fire and matches. Each raft entrant must provide a box of wooden matches containing only 3 matches and one raw egg. Use of backpacker stoves or high output lighters or storm proof matches are expressly prohibited.
 - 2) Hobo Stove design* (see photos)









Back View





- 3. All participants must act in a safe and responsible manner.
 - a. No horseplay will be tolerated, on or off shore. Directions from event officials, lifeguards, and safety personnel must be followed without fail.
 - b. During the race, both crew members are required to stay on the raft.
 - c. If a crew member falls off their raft, the crew member must immediately swim toward their raft and if necessary, signal to the nearest safety boat for assistance for re-boarding.
- 4. BSA Safe Swim Defense and Safety Afloat requirements will be followed.
- 5. PFDs (life vests) shall be worn at all times while in water of any depth.
- 6. A mast can be used for decoration, a patrol flag or assigned raft number or include a workable sail.
- 7. All rafts must be marked with Troop number and patrol name.
- 8. All rafts must be fully assembled at the start of the raft event. Patrols are encouraged to verify assembly and fit before the competition. Rafts cannot have a bow or be shaped like a boat or canoe. It is highly recommended that rafts be tested prior to the weekend race.
 - a. Paddles and PFDs will be provided by the raft participants. Patrols may make their own or use a commercial paddle.
- 9. Flotation for all rafts may only be provided by:



- a. Inner tubes, however, inflatable kayaks, canoes, or boats may not be used
- b. Plastic drums/ containers, such as 5-gallon buckets with lids
- c. Milk jugs, 2-liter bottles, etc.
- d. Coolers, plastic storage bins
- e. Sono Tubes
- f. PVC pipe & fittings
- g. Note Rafts cannot use Styrofoam noodles, other Styrofoam panels, blocks, etc. for flotation
- 10. Scouts must sit on a platform above their selected flotation that keeps them entirely out of the water. The raft must have a flush deck with no gunwalls and a small freeboard. It cannot have a discernable bow or stern.

Raft Shaped Allowed:



Raft Shape Not Allowed:





11. Platform must accommodate two scouts and "cooking area." There are no restrictions on length or width of the raft, but vessels must fit on truck/trailer for transportation to Lake/Waterfront. Raft should arrive at Lake/Waterfront already assembled due to limited space. Platforms may be built from the following materials and MUST include a <u>fireproof</u> <u>cooking area</u>. (an old cookie sheet or piece of metal/aluminum party tray) for Hobo Stove to rest on (see photo).



- 12. All materials will be inspected prior to the race to ensure the absence of safety and environmental hazards. Crews must correct deficiencies at the waterfront prior to racing.
 - a. Any material considered a safety hazard for crew members shall not be used i.e. sharp objects or sharp corners etc.
 - b. Any material considered an environmental hazard for the lake shall not be used.
 - c. Flotation containers and platform materials must be completely clean and empty.
- 13. Each raft must have a crew of 2 patrol members for the race.
 - a. Each raft crew member must be BSA Swimmer qualified (proof will be required at check-in).
 - b. Swim Tests that were completed in the past 12 months and can be verified by the presentation of a troop swim certification roster will be honored.
 - c. Additional supplies of either (1) three match sticks, (2) one egg, and/or (3) kindling can be sought by the raft crew from their SPL or designee ashore but will incur a 5-minute time penalty for each item supplied. The SPL/designee will inform a race judge of the patrol identification and the additional supplies provided.
- 14. No motors of any kind are permitted on the raft.



- 15. Patrols will remove all their materials from the waterfront at the end of the race.
- 16. All judges' decisions are final.
- 17. Plan ahead!!! Try out your raft design before Kon Tiki.



Unit Materials Checklist:

- 1. Raft built to rule specifications
- 2. Trailer or truck for raft transportation
- 3. PFD for each raft racer
- 4. 2 paddles/oars
- 5. Hobo Stove built to rule specifications
- 6. Cookie sheet or other non-flammable platform
- 7. Box of wooden matches containing no more than 3 matches (be prepared!)
- 8. Dry tinder and kindling (be prepared!)
- 9. One raw egg still in its shell (be prepared!)
- 10. Unit First Aid Kit