

# Difficult Run District Jurassic Adventure 2025 Fall Camporee

**September 26-28, 2025**  
Camp Highroad – Middleburg, VA

The Difficult Run District is hosting a Jurassic Adventure Camporee over the weekend of Friday, September 26- Sunday, September 28, 2025, at Camp Highroad near Middleburg, VA. The Camporee is a fun districtwide event promoting Scout skills. It is meant to be used by troops as a fun way of kicking off their outdoor program for the 2025-2026 program year. All Scouts BSA troops are welcome to participate in the event and to invite and register their feeder Arrow of Light dens.

---



## The Story of the Jurassic Adventure...

You have left Northern Virginia enroute to a vacation in Hawaii. While in the air there is an awful storm, and you are blown off course. Lost with damaged instruments, your pilot sees an island below and must make an emergency landing. At first it seems like a tropical paradise. You can survive anywhere. You're a Scout, and you're prepared. You have no worries. You have brought all you need with you...and then you see pterodactyls fly over and you realize you have landed on an island inhabited by dinosaurs....

- How will you survive?
- Will the dinosaurs be friendly?
- What trials and tribulations will you have to go through to make it off the island?
- Will you fill your passport and make it to your destination?



## General Information

---

### Registration

Registration fees include all activities and a patch. Pre-registration via the NCAC Black Pug system is required.

Register at: <https://scoutingevent.com/082-102758>



## Patrol Teams

- The Camporee will include patrol-based competitions. Scouts BSA troops will preferably have patrols of approximately 6-9 members. These will preferably be existing “normal” patrols but can be merged smaller patrols if necessary.
- You can include Arrow of Light (AOL) Scouts you have invited to camp with your troop. However, the planned activities are aimed at Scouts BSA-aged Scouts, so a patrol should not consist solely or primarily of AOL Scouts.
- Each team should have a passport for their group.
- The best performing team will receive the event top award. This will be determined by scores at activities, teamwork and Scout Spirit (i.e.; performing during the event as a patrol and showing their adherence to the Scout Oath & Law).



## Small Troops

- If your troop is interested in participating in the Camporee but does not have enough interested Scouts to field a viable patrol, it may be possible to make arrangements for your Scouts to attend the Camporee with another troop in the district.
- If this is of interest, please contact Steve Englund ([senglund@jenner.com](mailto:senglund@jenner.com)) to see if arrangements can be made.



## Equipment Kit

To complete the Camporee stations, participants should bring the following items to the event. If you don't have these items, you may not be able to complete the activity. At some stations you can use loaner items, but you may lose points at that station.

- Scouts BSA Handbook
- Scout Outdoor Essentials (10 items – see Scouts BSA Handbook)
- Flint & steel
- Char cloth or other tinder for fire starting
- Compass
- First aid kit
- Something to write with
- Preferably one mobile phone per patrol



## Event Passports

Upon check-in, troops will receive event passports, schedule, and map. The event passport is used to record the score as each patrol goes through the events for the weekend.



## Youth Protection

Troops are responsible for complying with all BSA youth protection requirements, including:

- Two-deep leadership
- Sufficient adult supervision of their participants
- All adults staying overnight must be currently registered as an adult volunteer or an adult program participant
- Separate tenting arrangements for male and female adults, male and female youth
- Youth sharing tents must be no more than two years apart in age



## Medical Forms

Troops are responsible for having completed BSA medical forms on site for all their Camporee participants, including AOL Scouts, den leaders and parents camping with them. Note that medical forms require a photocopy of both sides of an insurance card to be considered complete. The medical forms are to be kept by the Scoutmaster or other lead adult and will be provided to district first aid staff only if necessary.



## Event Location

The event will be at Camp Highroad, 21164 Steptoe Hill Rd., Middleburg, VA. Access is off Lime Kiln Rd. Turn from Lime Kiln Rd. onto Steptoe Hill Rd., which quickly turns into the main road through camp. Camporee check-in and campsites will be near the front of camp.



## Traffic & Parking

- Please plan on carpooling.
- All vehicles must be parked in designated areas.
- The speed limit will be 10 MPH (unless lower speed is posted).
- Participants will walk to all activities. Physically challenged participants will be permitted an exception. Your request for an exception will be reviewed/approved by the district when the registration is submitted.



## Access to Potable Water

- Water spigots are available at the camp, including one that is a short walk from the camping area.
- Troops should bring water jugs to carry water from the spigot to camp.



Ground fires are not permitted at Camp Highroad.  
Bring a portable fire pit if you would plan to have a fire in your campsite or a charcoal table if you plan to use charcoal for cooking.



### Campfire Program (Saturday Evening)

- All units are encouraged to prepare a skit or song for the campfire program.
- All skits/songs must be approved by the Camporee staff. Please be prepared to provide the staff with your idea at the Friday night leader meeting.
- Please keep skits and songs in Scout-appropriate good taste. They should not include acts of violence, poking fun at a person or group of people, or questionable subject matter.

*Note: Be prepared with at least 2 ideas. If multiple groups desire to do the same skit or song, it may be necessary to use an alternate.*



### Code of Conduct

Troops are responsible for ensuring that their participants conduct themselves in a Scout-like manner:

- The Scout Oath and Law should guide all behavior throughout the Camporee.
- Comply with all applicable BSA policies.
- Lights out/quiet time must be observed between 11:00 p.m. and 7:00 a.m.
- No littering.
- Observe proper campsite etiquette.



## Check in and out

---

All units are invited to camp on Friday and Saturday nights at Camp Highroad. Check-in will open at 6:00 p.m. At check-in, please be prepared to provide district staff with the number of people you will have camping with your troop each night.



### Registration

- Units must register on the NCAC Black Pug system. Registration should be handled at the troop level. Individual Scouts/parents should not register directly.
- Units will be charged \$35/person for each of their participants, including Scouts, leaders and parents. This fee is applicable for attending any part of the weekend (e.g., camping over one or both nights or just attending on Saturday). Registered participants may participate in Jurassic activities and will receive an event patch.
- Scouts BSA troops are welcome to invite and register their feeder AOL dens to

participate in the Camporee with them. In accordance with BSA national requirements, AOL Scouts can attend as an AOL den under the supervision of two-deep leadership from their AOL den/pack. An AOL Scout's parent or legal guardian(s) may attend with the AOL den and their child, either alongside the two-deep leadership or as part of it if they are registered with the pack.

- AOL Scouts will be integrated with the troop's patrols and compete in Camporee activities as part of a patrol. AOL Scouts may not share a tent with troop youth.
- The event fee applies to AOL Scouts, as well as den/pack adult leaders and parent/adult partner(s) participating in the weekend of activities.



### Youth Leadership

- Each Scouts BSA troop should designate one key youth leader for the event (e.g., the Senior Patrol Leader). The youth leader and ONE adult representative PER UNIT should:
  - Check their unit into the event Friday evening.
  - Attend a leader meeting at 9:00 p.m. Friday evening.
  - Check their unit out of the event Sunday morning.



### Unit Check In

- Check-in will be Friday night from 6:00 p.m. to 9:00 p.m.
- At check-in, Scouts BSA troops should have ONE YOUTH LEADER and ONE ADULT representative PER UNIT. The designated representative(s) should turn in the following:
  - A copy of their unit's roster of attending youth and adults, including patrol affiliation
  - Final payment of any fees owed
  - The number of people the troop will have in camp each of Friday and Saturday night
- Upon check-in, each unit will receive an event passport, schedule, and map for each patrol. The passport will guide the patrol through the events for the weekend.
- AOL Scouts that are camping with a Scouts BSA troop should be checked in with that troop.



### Camping Arrangements

- Participants/units will be directed to their assigned camping area at check-in.
- Campsites will be determined based on the number of people pre-registered. Please preregister your participants so district staff can assign an appropriate amount of space.
- If the ground is dry, each unit may park ONE trailer near their campsite for the weekend. These trailers should be in place on Friday night before lights out and stay in place until checkout Sunday morning. Please exercise caution if driving in the camping area.
- If the ground is wet/soft, trailers will need to be parked in the designated parking area

along the road near the camping area.

- No unit vehicles may be driven in the camping area on Saturday.



### Check Out

- All units must CHECK OUT prior to leaving the camp.
- When you are ready to check out on Sunday, the youth leader should have one of the camporee staff check your campsite, then go to Camporee HQ to check-out (ONE YOUTH LEADER and ONE ADULT representative PER UNIT, please).
- Check-out will be staffed from 8:00 a.m. to 10:00 a.m. on Sunday.
- Troops should plan to depart from camp by no later than 10:00 a.m. on Sunday.



## Event Schedule (times estimated)

### Friday, September 26

Time	Details	Location	Group
< 6:00 p.m.	Staff Setup	Camp	Staff
6:00-9:00	Check-In & Campsite Setup	Camporee HQ	Units
8:30-9:00	Staff meeting	Camporee HQ	Staff
9:00	Youth and Adult Leader Meeting & Cracker Barrel	Camporee HQ	Staff, 1 adult leader and SPL per unit
11:00pm	Lights Out/All Quiet	Campsites	All

### Saturday, September 27

Time	Details	Location	Group
7:00 am	Reveille	Campsites	All
7:00-8:45	Breakfast	Campsites	All
9:00am	Flag Raising/Opening Ceremony	TBD	All
9:30am – 12:30	Activity Stations	Camporee Area	All
12:30-1:30pm	Lunch	Campsites	All
1:30-4:00	Activity Stations	Camporee Area	All
5:00-5:15	Flag Lowering	Camporee HQ	All
6:00-7:45pm	Dinner & Free Time	Campsites	Campers
8:00pm-9:00	Campfire and Awards	TBD	Campers
9:15-9:45pm	Cracker Barrel	Camporee HQ	Staff, adult leaders and SPLs

11:00pm	Lights Out/All Quiet	Campsites	All
---------	----------------------	-----------	-----

Sunday, September 28

Time	Details	Location	Group
7:00am	Reveille	Campsites	All
8:00am – 10:00am	Breakfast, Packup and Checkout	Campsites	Campers
10:00am	Event Closed		

## Activities

---

The Camporee staff has planned an exciting series of dinosaur-themed activities!



### Campsite Gateway

Build a gateway into your campsite to identify your unit and show off your Jurassic survival skills. Scoring will be based on creativity in expressing the Jurassic Adventure theme.



### Jurassic Navigation

Can you find your way on the island? Try your hand at navigating from station to station on our orienteering course with your compass. Scoring will be based on correctly finding the control points.



### Hunt for Survival

Can you hunt the big game to feed yourself? Try your hand with a bow and arrow to get the big game! Scoring will be based on patrol members' ability to hit the target.



### Shelter from the Dinos

Use your pioneering skills to help build a shelter from the dinosaurs. Equipment will be provided. You need to use three lashings, two of which must be different lashings, to build a shelter that can fit two patrol members. Scoring will be based on your shelter's structural integrity and patrol teamwork.



### Primitive Fire Building

Fire is necessary for survival. Unfortunately, your matches and lighters are not working. You will need to use a different means to find your spark and complete this fire challenge. Having your own tinder will be beneficial because the island can be very wet. Scoring will be based on the patrol teamwork to build and light a fire in a defined period of time.



### Avoid Extinction

First aid is critical if you want to survive and avoid extinction. You need to be prepared to treat your patrol members for wilderness injuries (or dinosaur-inflicted injuries). Scoring will be based on applying proper first aid skills and patrol teamwork.



### Unleash the Jurassic Defense Challenge!

Construct mighty catapults to hurl "lava bombs" (water balloons) and fend off a dino stampede invasion! All materials for your prehistoric siege engines will be provided. Scoring will consider catapult structural integrity, patrol teamwork, launch precision, and the epic range of your molten blast barrage!



### Hidden Secrets

Step into the world of discovery! At this station, you'll craft your own "amber time capsule" to take home as a memento of the camporee. Hunt for insects, flowers, or other natural treasures, then seal them in "amber" — just like the original scientists in *Jurassic Park* who unlocked the secrets of dinosaur DNA. Work fast, work smart, and work together—because scoring is based on completing your project, enthusiasm, and teamwork.



### Scavenger Hunt

While moving about the camporee area during the activity station times you can collect clues while at stations that will direct you to another location for additional clues. Patrols finding all clues will be awarded a special prize.



## Troop Awards

---

Jurassic Adventure Survivor Award. This award will be given to the top teams that score the highest in completing their activities while maintaining teamwork and Scout Spirit (i.e.; performing well throughout the day while adhering to the principles of the Scout Oath & Law).



## Volunteers Still Needed

---

The event staff is looking for volunteers to help with this event, including:

- Individuals and teams to run individual activities
- Help with event setup and facilities
- Promotion