

“Pumpkin Palooza” Frederick District Fall Camporee

October 16-18, 2026
Walkersville Watershed
Leaders Guide



<https://scoutingevent.com/082-120530>

2026 Frederick District Fall Camporee
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“Pumpkin Palooza”

WHO:	All registered Scouts, Venturers, Sea Scouts, Explorers, and AOLs. AOL dens who attend must be hosted by a Troop at the Camporee.
WHAT:	Pumpkin-themed fall festival focused on fun, fellowship and some of our favorite scout skills including: target sports, dessert competition, pumpkin first-aid, saws + jack-o-lantern painting, massive pioneering build, Halloween costume contest, and more... Rather than the typical campfire, there will be a Fall Carnival Saturday evening.
WHEN:	October 16-18, 2026 Check in at Admin on Friday from 7-8pm, or Saturday from 7-8am, to receive unit resources. The Camporee officially kicks off at 8:30am on Saturday, and runs until 9pm with the closing Fall Festival.
WHERE:	Walkersville Watershed, 8917 Chestnut Grove Rd, Frederick, Maryland 21701, Enter via Gate 2.
WHY:	This is a fun, laid-back weekend of competitions and having fun scout-style with other scouts from around the district.
HOW:	Units will form patrols of up to 8 Scouts, Register at scoutingevent.com/082-98357 \$20 per participating scout. This cost covers patches, program supplies, awards, other assorted fees, and bathrooms. Registration deadline is October 13th. Contact Laurie Vaudreuil at SMlaurie3017@gmail.com , 240-394-0100 for support.

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Points of Contact:

Program	Camporee Committee	FrederickDistrictPrograms.NCAC@gmail.com	
District Chair	Stuart Frazier	301-691-8978	stuarthfrazier@yahoo.com
District Executive	April Rashell	240-626-0987	April.Rashell@scouting.org
Program Director	Laurie Vaudreuil	240-394-0100	SMlaurie3017@gmail.com
Watershed Contact	Ron Layman Rick Brown	301-788-7496 240-793-5626	layman274@gmail.com smtroop1191@gmail.com
Health Officer	Marsha Shaw	404-863-3161	marsha.shaw@gmail.com

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Camporee Schedule

Friday, October 16

5-7:00 PM Arrival
7:00 Check-in @ Admin – P1
8:30 SPL / Scoutmaster Meeting & Cracker Barrel @ Admin Pavilion
9:00 Station leader meeting

Saturday, October 17

7:30 AM Day-of check-in @ Admin – P1
8:30 Opening Ceremony & Flags @ Parade Field
9:00 Stations are open
11:30 Stations close for lunch
1:00 PM Stations are open
4:00 Stations close
6:30 Carnival staff to parade field
7:00 Carnival begins – Desserts due to Admin pavilion, 🍬
7:30 Halloween costume contest @ parade flag pole
8:00 Desserts and hot chocolate (bring your mess kits!)
8:30 Flag retirement and award announcements @ parade flag pole
9:00 Carnival ends – Units recover jack-o-lanterns, scoutmasters, dessert remains,
 blankets, chairs
10:00 Lights out

Sunday, October 18

8:00 AM Parade field clean-up
10:00 Clean up & Departure

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Camporee Details

Camping	Units with existing use sites will be assigned their home sites. Other campsites will be assigned in the order of registration. Please ensure that your site is listed when you check in at the Admin Pavilion.
Registration	<u>Patches</u>: Each unit will receive patches for the number of registered scouts, additional patches may be purchased at Admin for \$3/patch. <u>Membership</u>: In order for a Scout to attend Camporee, they must be a registered member of Scouting America. Every unit should provide adult leadership consistent with the Safeguarding Youth Training (YPT) and the Guide to Safe Scouting. <u>Medical Forms</u>: The event requires that each troop have Parts A and B medical forms in their possession for all Scouts and Adults attending the event. Each unit is expected to bring forms to the event in the event that medical care is required beyond first aid. Units will retain medical forms. Register before October 13th at: https://scoutingevent.com/082-120530 \$20 per participating scout. No walk-in registrations.
Check In	Check-in begins at 7pm on Friday, October 16, or at 7:30am on Saturday, at Admin – P1.
Check Out	The Camporee program will be concluded at the end of the Fall Carnival, although units are welcome to camp into Sunday. Units that are camping will be responsible for their own sites and must be packed up and off the premises by 10am on Sunday. Check out procedures prior to departing: - Ensure the campsite is litter free. - Fires should be tested cold out. - Restore your campsite to be better than you found it. - Pack up your gear and be ready to depart. - Carry out all garbage to be disposed of at home. - Complete, and be ready to submit a Camporee Evaluation Form. - Complete the check-out at the Admin Pavilion P1 and remember to check Lost and Found.
Parking	Parking is a premium at the Watershed. Please carpool when possible and park vehicles <u>completely off the road</u> . It is imperative that we keep an emergency path on every road for First Aid emergencies.
Fires	All fires must be contained within a fire ring with proper clearing and fire buckets. All fires should be thoroughly out and wetted down before leaving. If you use others' stacked firewood, replace it. Dutch oven cooking must be contained within fire rings or off the ground.

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Water	Potable water will be available at the well across from the parade field.
Garbage	Units are responsible for removing all the trash from the campsites and event areas. No dumpsters will be provided. Leave no trace!
Latrines	Porta Pots will be available around the Watershed. Please use the latrines, do not dig catholes!
First Aid	If you are sick, do not come to camp. Anything beyond basic first aid (small cuts and scrapes) MUST BE REPORTED to Camporee medical staff. Medical staff will be available in the Camp Office cabin throughout the weekend. Units must have Scouting Medical Forms AB and permission slips on hand throughout Camporee. All campers (including adults) must be checked in with Camporee staff.
Hazardous Weather	The camporee will not be called off for weather. In the event of severe weather, stay in the campsite/program area and send one runner to the Admin Pavilion for roll-call. Utilize your hazardous weather training and react accordingly. Further direction will be communicated through staff to leaders via radios. Pavilions will serve as hard cover in case of thunderstorms.
Prohibited Items	No sheath knives, fireworks, alcoholic beverages, or firearms. Please review the Guide to Safe Scouting. If in doubt, do not bring it!
Clean-up	We will need help with clean-up on Sunday morning! Station leaders should police and clear stations Saturday afternoon @ 4pm. Take home any pumpkins that have not been claimed by another unit. Non-whole pumpkins will be smashed and disposed of in the forest behind the archery berm. Bring any whole unclaimed pumpkins to the Admin P1 by 8:00 am Sunday morning. The pioneering build will be taken down starting Saturday @ 9:00 pm. Please speak to Greg Vaudreuil or check at Admin for timing and details. The pioneering trailer will need to be loaded and moved to storage. Sunday we will have a police line in the Parade Field at 8:30 am. We could use any and all assistance.

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Camporee Events and Stations

Stations

This is a laid-back program. Stations will be open first come, first served 9-11am and 1-4pm. There will be a Unit/Patrol award as well as individual scout awards. Please see the map for station locations.

Pavilion assignments:

P1 – Admin, lost and found, dessert judging and carnival food,

P2 – Saws and jack-o-lantern painting

P3 – Pumpkin first aid

P4 – What in the Pumpkin Guts????

Fall Carnival

Saturday will finish with a Fall Carnival in the Parade Field to celebrate all the craziness of the day, taste each others' cooking, and have some fun! Wear your scout-appropriate Halloween costumes, and bring blankets, chairs, mess kits, and water bottles.

Please note that we will need some extra help Sunday morning to return the Parade Field to its normal awesomeness.

Scavenger Hunt

Location: throughout the Watershed

Scavenger hunt papers can be picked up at Admin at any point throughout the Camporee. George the pumpkin wanted to spend the day with Scouts at the fall camporee but got lost along the way. Help find George...

Units will find clues throughout the Watershed.

Turn in results at Admin pavilion for unit/patrol award.

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Dessert Contest (+ mystery dessert ingredient)

Judging location: Admin pavilion – P1

All teams will receive the same ingredient during their check-in (it’s a mystery – we are not telling you what that ingredient is. Use of the mystery ingredient is optional.

Desserts must be made at/during the camporee.

Desserts should be submitted with a card showing unit # and ingredients (card provided in unit kit).

Desserts shall be cooked on your own time and submitted to the Admin pavilion at 7:00PM. Desserts will be judged by scouts from 3017.

Desserts will be open for tasting at 8:00PM – please make enough to share!

Awards: spookiest, scoutiest, best taste, most fall and/or pumpkin, best use of mystery ingredient

Target Sports

Locations: Archery range, axe throwing range, knife range

Awards: all bullseyes

Build Your Own Scoutmaster

Location: parade field near flag pole

This is a Unit competition to build your own scoutmaster for your unit. Head-sized pumpkin, nametag for your scoutmaster, twine, and straw will be provided at the station. Units need to bring their own sticks/wood to build a scarecrow-type structure, and they need to bring any clothes, wigs, facial hair, and accessories. Clothing and accessories can be reclaimed at the end of the Carnival.

Scoutmasters will be judged by the OA.

Awards: most accurate, funniest, scariest

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Saw + Jack-o-lantern Painting

Location: small parade field pavilion – P2

Scouts will cut wood circles out of provided sticks/logs. There will be a variety of handsaws – what you use and the size of wood is scouts’ choice. These wood circles will then be the “canvas” for painting jack-o-lanterns. Paint, brushes, and water for cleaning will be provided. Scouts can also opt to paint their own jack-o-lanterns as supplies last.

Jack-o-lanterns need to be labeled with name, unit, and patrol. Painted jack-o-lanterns will remain in the parade field for judging and can be claimed after the Carnival.

Awards: scariest, funniest, scoutiest

Judges: Frederick district staff

What in the Pumpkin Guts?

Location: lower pavilion – P4

Can you figure out what the guts of the pumpkins are?

Pioneering Fun House

Location: parade field near large pavilion (P1)

This is a continual build. Patrols and units will work together to design and add obstacles to the pioneering structure to create a fun house.

This structure will be the Fun House for the carnival. (Leader supervision will be needed during the carnival.)

Pumpkin First Aid

Location: small pavilion next to Camp Office cabin – P3

The pumpkins need your help! Some of our pumpkins got overly excited about the event and have some SERIOUS injuries. Our OA scouts have provided triage, but they could use your help treating the wounded.

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Halloween Costume Contest

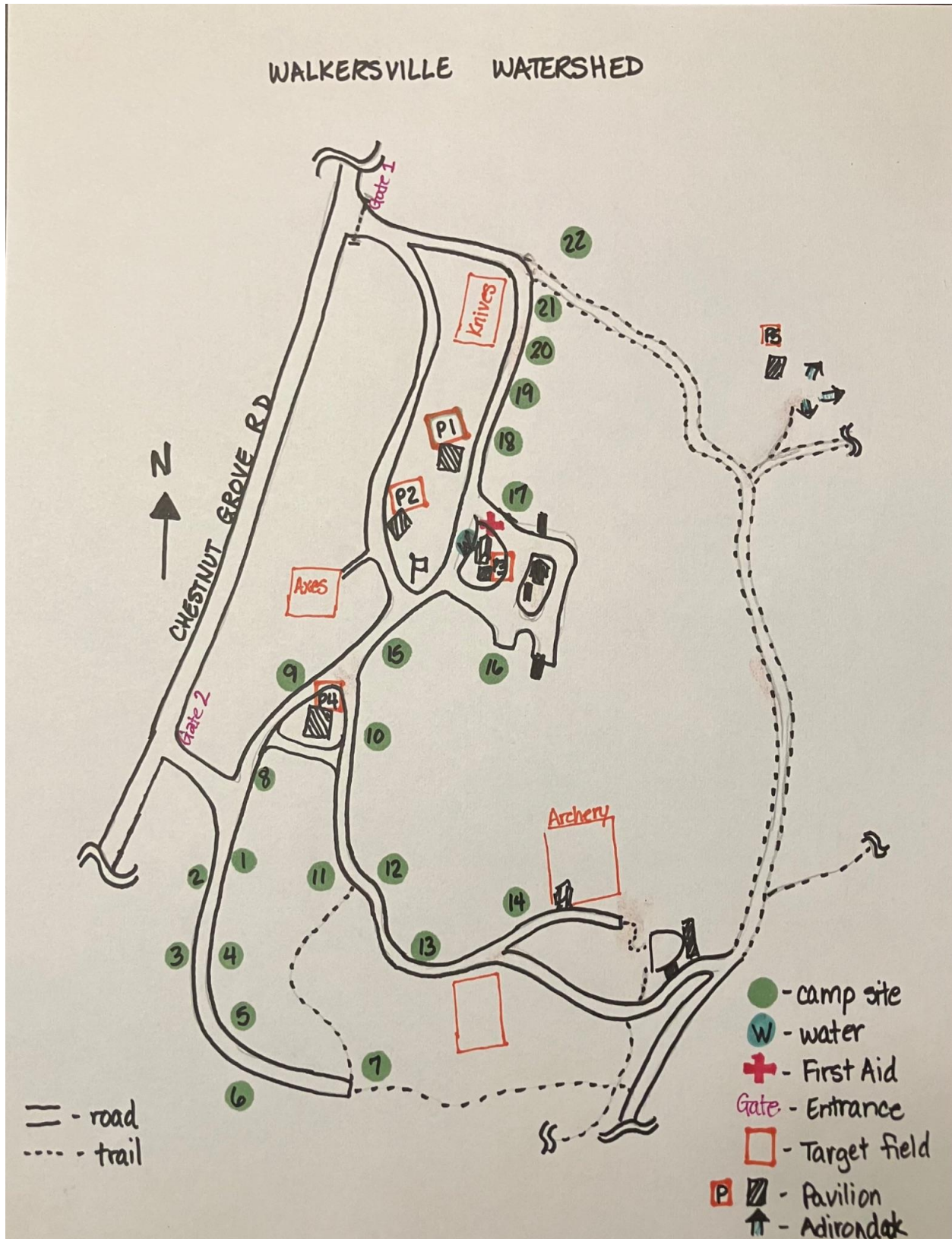
Location: Admin pavilion – P1

Wear your scout-appropriate Halloween costumes, and come with room for desserts. Bring blankets, chairs, mess kits, and water bottles for the evening fun. See the Schedule for the list of events during the evening.

Please note we will need assistance Sunday morning loading the Pioneering trailer and returning the parade field to its normal glory.

Awards: scariest, funniest, most creative, most fall/pumpkin

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What to Bring

Units

- Standard camping and patrol equipment
- Build Your Own Scoutmaster: sticks/wood to build a scarecrow structure, clothing, wigs, accessories
- Dessert to be made at camp and shared during the carnival
- Group blanket or chairs for the Carnival are optional

Scouts

- Standard camping equipment (including water bottle!)
- For carnival:
 - Scout-appropriate Halloween costume (no weapons, drugs, alcohol)
 - Mess kit + cup for hot chocolate (with names!)
- Pocket knife (for cutting twine)

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CAMPOREE EVALUATION FORM

What should we START doing that will make things better?

What should we STOP doing because it is not helpful?

What is working well that we want to CONTINUE doing, and what is our strength?

This event would have been MUCH easier for your troop if the Staff:

Additional suggestions/Comments?

Thank you for your feedback! We hope you enjoyed your time and hope to see you at the next camporee!