

2025 LAKE DISTRICT SPRING CAMPOREE LEADER GUIDE



Hosted by Troop 786

February 7-9, 2025

Camp La-No-Che

Paisley, FL 32767

Scoutmaster: Susan Lafferty

ASMs: Chris Rubio, Chris Ennis, Shawn Wiseman, Harper Hughes

SPL: Drew Gross

Introduction

Camporee Theme: Wild Wild West

This will be a traditional Camporee, with events, activities, and a series of tasks, which will be scored for an overall winner. Additionally, there will be an opportunity to participate in other western themed activities that will not be scored for competition.

Camporees are a chance to join in on one of the oldest traditions in Scouts BSA history. District gatherings provide an opportunity to make friends, experience adventures, and match skills against other scouts within our district. There will be fun, friendship, and fellowship. This guide is intended to help your unit prepare for the fun and excitement of this year's Spring Camporee.

The Scout Oath and Scout Law will govern the behavior of ALL participants during the weekend. The Principle of Leave No Trace should be always practiced.

Campsite Logistics

The Camporee will be held at Camp LaNoChe. The camporee will utilize campsites #1-7. We will email all the registered troop leaders as soon as we can confirm your troop's camping location.

Schedule of Events

Friday

4-7 pm - Check in at Troop 786's Campsite

8:30 pm – 9:15 pm - Opening Show (Main Camp Council Ring)

9:45 pm – Cracker Barrel / SPL Meeting (Troop 786 camp)

11:00 pm - Lights out

Saturday

6:00-8:30 - Reveille / Breakfast

8:30 -8:50 - Opening Flag /Announcements

9:00 - 12:00 - Events

12:00 - 1:00 - Lunch at your Campsite

1:00 - 4:00 - Events

4:00 - 6:00 - Dinner Prep / Cleanup

6:00 – 7:00 Dinner at your Campsite

8:00 - 9:00 - Campfire Program / Awards

9:00 - 10:30 - Free time

11:00 pm – Taps - Lights Out

Sunday

7:30 - Reveille / Breakfast

8:30 - 10:00 Closing Ceremony/Scout's own Service

10:00 – 11:00 Camp Inspection and Check Out

Camporee Rules

These rules are the general framework around which this camporee will be operated. A spirit of Scouting courtesy and brotherhood must prevail during the entire camporee if it is to be a success. At the camporee, as always, everyone's conduct is expected to be in accordance with the Scout Oath, the Scout Law, and the Outdoor Code. Troops or individuals that do not conform to this spirit may be asked to leave.

1. Troops will be required to register only the scouts that will be attending along with their Patrol Name.
2. Troops should arrive and depart in uniform. The Scout uniform is to be worn at campfire programs and Sunday service. The Class A uniform should be worn correctly. The troop can wear their unit activity shirt any other time of the weekend.
3. Campsites will be assigned at check in.
4. The entrance gate will not be open before 4:00 p.m., Friday. Troops should not arrive before then. Campsites will already be assigned; therefore, it is not necessary to arrive early to "save a space."
5. There will be an assigned, designated parking area. Vehicles are not allowed in the campsites. Troop gear may be dropped off. Troop trailers with Tow Vehicle may remain parked in each site.
6. Troops must plan to remove all garbage from the camporee area. Please bring an adequate supply of trash bags. Do not bury trash. Remember to Leave No Trace when your unit is ready to depart camp.
7. Safety and fire protection are the responsibility of everyone at the camporee. Be very careful with fires. All fires should be contained within the established fire rings.
8. DO NOT CUT or otherwise injure live trees while at the camporee. Use of Deadfall is permitted.
9. Weather at this time of year is very unpredictable. BE PREPARED. Bring tents, rain gear, dining flies, and ground cloths. The camporee will not be called off because of rain (hurricanes are a different story).
10. Taps will be at 11:00 p.m. each evening at the camporee. Reveille will be at 6:00 a.m. Quiet hours are between those times. Activities such as cooking, setting up camp, and playing will not be permitted during quiet time. Units should plan to arrive at the camporee in ample time to have their campsites established by taps. Points will be deducted for any troop not adhering to these rules.
11. Visitors (other than registered participants) are welcome at the camporee. Visitors should sign in at the camporee headquarters. Visitors to a troop campsite must have the permission of an adult unit leader. Visitors are also welcome to attend the field events, and evening campfire.
12. The Friday night campfire is intended to be informative to everyone in attendance. Attendance is required.
13. The Saturday night campfire is intended to be fun and entertaining. Each troop is expected to have their skit and song reviewed by SATURDAY SUPPER. All skits must

conform to scouting standards and must be in good taste. The skits and songs will be performed at the campfire.

14. Each registered Scout and Scouter must have a completed BSA Annual Medical Form Part A and Part B. All Forms will be kept in your troop's campsite in a safe location and readily available to camporee staff.
15. Camporee does not provide emergency medical staff for first aid situations. In the event someone needs medical attention beyond general first aid please call 911 and notify staff. Scout-specific medications will be handled within the troop. Each troop should be equipped with a campsite first aid kit that is readily accessible and centrally located.
16. Alcohol will not be tolerated at any scouting event. BSA guidelines require a smoke free environment for our scouts. If you must smoke, please do so out of sight of our scouts, in designated smoking areas only. Clean up after yourself.
17. Electronic Devices are discouraged. Please limit the use of cell phones to direct camporee or unit related tasks.
18. The buddy system will be used all weekend. Pairs for safety. Adult/leaders should be notified before scouts leave the campsite.
19. Each unit will be expected to have their unit flag as well as the American flag proudly displayed in their campsite. We strongly encourage your patrols to also bring their Patrol flags and fly them and carry them proudly all weekend.
20. Troops will be responsible for your own meals.
21. Troop 786, Lake District and Central Florida Council Volunteers will be responsible for all scoring.
22. Lost and Found will be located at Troop 786 campsite.

Camporee Details

Event Scoring

Scoring will be based upon the number of patrols competing. If 10 patrols compete, then first place is worth 10 points. If 20 patrols participate, then first place is worth 20 pts., etc. Each event will be scored separately. The Average Patrol Points from each event will be combined with Campsite Inspection, the Gateway competition, and the Camp Gadget. The highest total points will help in determining Camporee winner.

Baden Powell says that Scout Patrols should be between 6-8 scouts. Patrols for the competition must have at least 4 scouts and cannot exceed 8 Scouts. The SPL will be asked to turn in the Patrol Roster at the SPL Meeting on Friday Night.

Council Camporee Patch

Central Florida Council provides a camporee patch at no charge. These will be distributed to every troop during the Camporee Checkout.

Camporee Patches

Camporee Patches are available as pre-order for \$4 per patch. Patches will be given to scouts at closing flag. If you would like to purchase a patch at the camporee, they will be available for \$5.00 at Troop 786 campsite.

Camporee Patch



Events

Each Patrol will compete in the event camporee, and each scout MUST participate in each activity or risk disqualification from the event resulting in no points. Patrol scores for each event will be averaged together to form one score. You must have 100% of your registered

troop or patrol attend each activity together. You will receive a clue for each challenge you have full participation in and complete.

The La-No-Che Bandit

It's the Wild West at Camp La-No-Che this weekend! A bandit is running rampant and has stolen all of the awards for the camporee! Your patrol is acting as La-No-Che's personal sheriff's for the weekend to catch the La-No-Che bandit. Complete the challenges to earn clues to their whereabouts and be the first patrol to catch them!

Poker Darts

Your patrol arrives at a saloon that happens to not be serving drinks but playing games. Two classic saloon games, 5-card poker and darts, have now been combined into the ultimate saloon game! You must play a round of dart poker to try for the best hand in the West and to receive information about recent whereabouts of the La-No-Che bandit!

Fording the River

Your patrol stumbles upon a crew that needs help retrieving their stuff from the other side of the river. A scout is kind, so you help them by building a boat with the materials provided. How much weight can your boat hold? In exchange, you receive information on the recent whereabouts of the La-No-Che bandit!

Axe Throwing

Your patrol finds a crew of bandits but they aren't the bandits you're after. It seems these bandits are not so happy about the La-No-Che bandit themselves, too! All weekend they have been mistaken and it's annoying them. Help them test their new tools(axes) and in exchange you will receive information on the recent whereabouts of the La-No-Che bandit. Will your patrol have the highest score?

Wagon Build

Your patrol sees a group of fellow sheriffs who's wagon has broken down. You must help them fix it while also demonstrating it's stability by placing their items on it. If you help them they will provide you with information about the recent whereabouts of the La-No-Che bandit. Can your wagon stand up to the rough terrain of the west and carry the sheriff's gear?

Western Trail Trivia

Your patrol stumbles upon a trail of cowboys and asks them for information on the recent whereabouts of the La-No-Che Bandit but you can't shake any out of them. So they offer you an opportunity to participate in some Wild West trivia. In exchange, you might be able to receive information on the recent whereabouts of the La-No-Che bandit. How much does your patrol know about the wild west?

Bull Riding

Your patrol hears some noise and when you look you see a rampaging bull! The owners of the bull ask you to help them tame him. The longer you stay on the bull the more information you can receive on the recent whereabouts of the La-No-Che bandit. How long can you ride the bull?

Cowtown award

Your troop has been hired to assemble a new town so La-No-Che can expand their frontier. This town must include a gate made of lashings, camp gadget, and organized tents, kitchen, etc. The best town will be awarded the Cowtown award.(Performance counts towards overall points.)

Bounty-hunter award

The first patrol to successfully capture the La-No-Che bandit will receive this award.

Dutch-oven Dessert cook-off

We don't want to leave out the adults! Each troop's adult leader patrol must create a dutch-oven desert. This dessert will then be judged by Troop 786. Anything goes as long as it's from a dutch-oven and is a dessert. Bonus points might be eligible if your dessert fits the Wild Wild West theming. Award will be presented to the Maker of the best dish.

Overall Camporee winner award

Your troop's patrols average scores throughout all the activities you have participated in/positions on the leaderboard will determine where you place in the final rankings. The troop with the most points after averaging will be pronounced the winner of the camporee!

Spirit award

Even though your patrol is working this weekend we also want you to have fun. The spirit award will be presented to the most spirited troop. Songs, Marching chants, costumes, and Patrol yells tie in with this. So don't hold back. Be proud to be loud! And it never hurts to sneak in a Yee-Haw here and there!

Scout Spirit Competition Considerations:

- Helpful Spirit, Positive Attitude, Encouraging Behavior, Sportsmanship and
- Cheerfulness
- Troop and Patrol Chants
- Costumes
- Campsite Decorations

- Campfire Skit (Does it match the Camporee Theme)

Cowtown Competition

Gateway

This is a SCOUT BUILT Gateway without the assistance of Adult Leaders. If a troop needs help, they should seek out Scouts with Scout Spirit from other troops to help. All lashings and knots must be properly tied. Units must supply all their own materials, must be assembled at your campsite. No hammers, screws, or nails can be used. We suggest practicing your build before camporee.

Scoring	Points Possible	Points Earned
Original / Impressive Design	10	
US Flag is clearly displayed	3	
Troop identification sign	1	
Troop Flag is clearly displayed	1	
Knots & Lashings (tied properly, tight)	5	
Has a Western theme	10	
Poles (1 point per pole used, 20 point maximum)	20	
TOTAL POINTS	50	

Final Scoring will be based upon the number of patrols competing. If 10 patrols compete, then first place is worth 10 points. If 20 patrols participate, then first place is worth 20 pts., etc.

Camporee Campground Inspection Form Unit #_____

Campsite _____

Tents	Points possible	Points earned	Comments
Neat and Orderly	5		
Stakes and ties marked if above ground	5		
Litter removed around tents	5		
TOTAL POINTS	15		

Fire Protection	Points possible	Points earned	Comments
Campfire area properly cleared & secured	5		
Fire tools properly stored	5		
Camp Stove properly set up and clean (all who are using it trained)	5		
TOTAL POINTS	15		

Troop and Patrol Equipment	Points possible	Points earned	Comments
Equipment Clean and Properly stored	5		
Duty roster posted and filled out	5		
Each Patrol has Organized Camping Area and Designated Kitchen	5		
Troop and American Flag properly displayed	5		
Patrol Flags displayed	5		
TOTAL POINTS	25		

Campsite/Heath/Safety	Points possible	Points earned	Comments
Campsite neat & free of litter & debris	5		
Campsite boundaries and entrance well marked	5		
Drinking water provided	5		
Food is properly stored away	5		
First Aid Kit in camp and visible	5		
Vehicles properly parked	5		
Trailer Tongue Properly Roped Off	5		
TOTAL POINTS	35		

Scout Spirit	Points possible	Points earned	Comments
Camp Gadget	5		
Gateway Built	5		
TOTAL POINTS	10		

Inspector Signature_____

Final Scoring will be based upon the number of patrols competing. If 10 patrols compete, then first place is worth 10 points. If 20 patrols participate, then first place is worth 20 pts., etc.

Camporee Gadget Inspection Form Unit #_____

Campsites _____

Items are scored on a scale of 0 (Minimal Effort) to 5 (Over The Top).

Assembly	Points possible	Points earned	Comments
Is clearly visible/marker as a campsite gadget	5		
Has Movable Parts	5		
Utilizes Knots and Lashings	5		
Serves a Camp Function	5		
Original / Unique Design	5		
Has a Level of Complexity	5		
Incorporates the Camporee Theme of Wild Wild West	5		
TOTAL POINTS	35		

Inspector Signature _____

“My ideal camp is where everyone is cheery and busy, where the patrols are kept intact under all circumstances, and where every patrol leader and Scout takes a genuine pride in his camp and his gadgets.”— Lord Baden-Powell

Pioneering is the art of using ropes and wooden spars joined by lashings and knots to create a structure. It is a BSA Tradition to use those skills to create gadgets in camp to teach practical skills, teamwork and problem solving. Scouts may construct functional items like tables, camp dressers and other gadgets. We want to encourage scouts at this Spring Camporee to think outside of the box, get creative, and really showcase their capabilities. This is a YOUTH ONLY competition, so we ask adult leaders to step back and watch what the youth can come up with.

Scoring will be based upon the number of patrols competing. If 10 patrols compete, then first place is worth 10 points. If 20 patrols participate, then first place is worth 20 pts., etc

2024 LAKE DISTRICT SPRING CAMPOREE

Troop Roster for Troop : _____

LEADERS NAME _____

POSITION _____

PHONE _____

SPL_____

[illegible]