

Weekend Schedule:

Friday

4:00 PM: Camp check-in, drop assembled raft at waterfront

6:00 PM: Swim Tests at Pool

8:30 PM: Campfire at Council Ring (every unit brings a skit, song, etc.)

After Campfire: SPL / Scoutmaster meeting

11:00 PM: Lights out



Saturday

7:00 AM: Reveille

Breakfast: In campsites

8:45 AM: Flag and announcements

9:00 AM: Race begins, skill competitions begin

11:45 AM: Break for lunch

1:30 PM: Race and skill competitions resume

4:00 PM: Race and skill competitions conclude

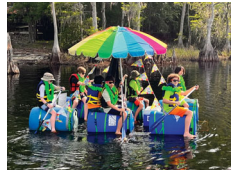


Dinner: In campsites

6:30 PM: Pool events (Anchor Dive, Cannonball, Bellyflop)

7:30 PM: Dive-in movie and cracker barrel at Aquatics Center

11:00 PM: Lights out



Sunday

7:00 AM: Reveille

Breakfast: In camp

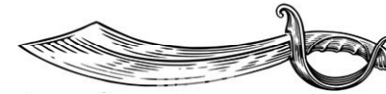
9:00 AM: Awards and dismissal

*Rain Delay Race if needed



Fall Camporee

September 26—28, 2025



Raft Regatta

Central Florida Council
Scouting America



Program Guide

for Scoutmasters and
Senior Patrol Leaders



Scan to Register or visit <https://tinyurl.com/2025Regatta>

Ahoy, ye hearties!

Welcome to the Eagle Empire Raft Regatta Camporee! Your scouts will **build a galleon, hoist their banner, and race** to show that they're the finest crewe on the high seas!

Here be dragons: There will be **challenges** along the way! Scouts will prove their mettle by finding Blackbeard's treasure through their **orienteering skills**, secure the booty with **knots and lashings**, and **swim and dive** for the anchor. Before the day is through, their **Captain will walk the plank!**

Study this map carefully, it will guide you to your reward. Woe be to them who disregard the **12 Points of the Pirate's Code** — there be a place in Davy Jones' Locker for ye!

Welcome Aboard!

Regatta Commodores:

Peter Miller

John Harrell



Race Rules:

- ☞ **ALL RAFTS ARE SHOULD BE AT THE WATERFRONT BY 9:00PM FRIDAY NIGHT.** Trailers may be left at the waterfront. Tow vehicles must be parked in the main lot.
- ☞ Any type of material may be used to build the raft, but a significant portion should be recycled/reused. No raft may contain any manufactured hull (e.g., canoes, inflatable rafts, rowboats, dinghies, etc.). Motors and boats are not allowed. The sides of the raft must be substantially perpendicular to the water, while the bow and stern may have a taper. **Rafts may only be human- or wind-powered.**
- ☞ After assembly, no raft may exceed the following dimensions: maximum length of 15 feet, maximum width of 9 feet, maximum height above the waterline of 8 feet (with the raft unloaded), and maximum draft of 3 feet (with the raft fully loaded, including the crew). Rafts must be examined and approved by the safety officer.
- ☞ Each raft must be **crewed by a minimum of 4 scouts, with a maximum of 8.** A unit may enter in as many rafts as they choose, as long as all rules are followed for each. All crew members must sit on—not in—the craft and **must have "Race Essentials" described in this guide.**
- ☞ The race will be held Saturday morning and afternoon, with rain makeup on Sunday if needed/possible. The race will be a time-trial, with staggered start times of approximately 5 minutes between each launch.
- ☞ Rafts which are passed by those behind them must yield the right of way. Ramming or **interference of any kind with another raft is not permitted** and will be subject to time penalties up to disqualification.
- ☞ The Regatta is a "**leave no trace**" competition. No equipment, supplies, or debris from a raft may litter the lake or waterfront. If any equipment is lost from the craft, time penalties (up to disqualification) may be issued until everything is retrieved. Any Styrofoam components **MUST** be wrapped to prevent breakage.
- ☞ **All scouts must remain outside the waterfront gates and off of the dock** unless they are crewing the raft currently being launched or "on-deck" raft. Spectators must remain outside waterfront gates (exception: two adults per unit).
- ☞ **All youth or adult participants who will be on or near the water or pool must be BSA Swimmer certified.** Units may bring documentation (e.g. from summer camp) or complete the swim test Friday night. Safety officer reserves the right to require a retest.



Race Essentials:

Similar to the Scout Essentials, each crew must have “Race Essentials” with them onboard their raft:

- ☞ Drinking water for crew, equivalent to 1L for each scout
- ☞ Safety signal (orange flag is acceptable)
- ☞ Whistle
- ☞ #10 can or similar for bailing water
- ☞ 12’ of tow rope attached to bow
- ☞ PFD for each crew member
- ☞ Sun protection

Skills to Practice:

Units should consider practicing the following scout skills in the weeks leading up to the Camporee, as they will be many of the skills needed for the competitions:

- ☞ Nautical Knots/Lashings: Square Knot, Bowline, Clove Hitch, Sheet Bend, Two Half Hitches, Square and Shear Lashings
- ☞ First aid: two-man carry, stretcher
- ☞ race, exposure treatment (sun and hypothermia), first aid equipment usage
- ☞ No-match fire building
- ☞ Orienteering and map skills

Raft Building Materials:

Rafts can be constructed from any material. Reuse/recycling of materials is highly encouraged in keeping with Scouting’s focus on sustainability. A time bonus will be awarded for use of sustainable materials. Possible materials:

- ☞ Cardboard shipping or appliance boxes
- ☞ Pallets, whole or disassembled
- ☞ Empty 2-liter bottles, gallon jugs, or water cooler bottles for buoyancy
- ☞ Rain barrels
- ☞ PVC pipe
- ☞ Styrofoam (properly wrapped)
- ☞ Rope or netting

About the weekend:

Patrols will construct a human– or wind-powered raft and race against other patrols using time trials. Full raft construction rules can be found later in this guide.

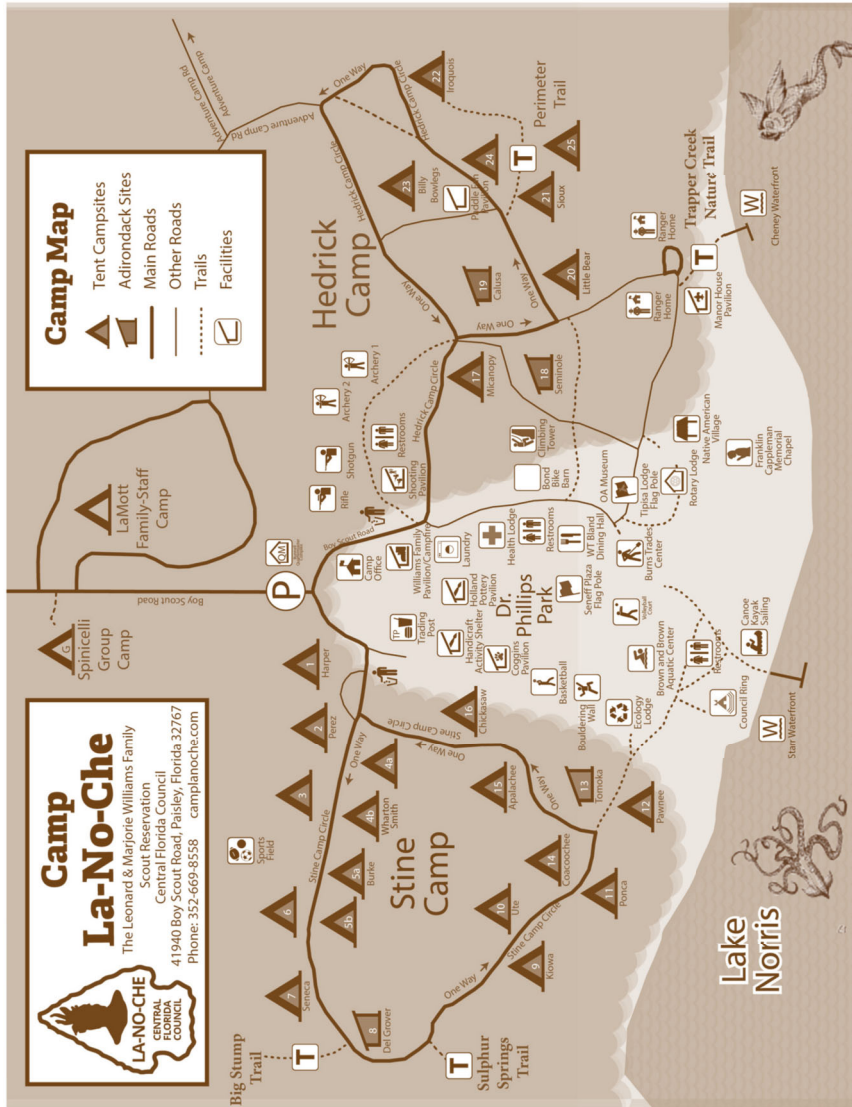
In addition, patrols will compete in scout-skill related events: fire building, orienteering, knots and lashings, swimming, and first aid. Patrols with the most Scout Spirit as displayed through yells, cheers, flags, and even costuming will also be awarded.

Events:

- ☞ **Regatta Race:** Time trial race using scout-built rafts. Rafts must arrive ready to race on Friday night.
- ☞ **Raise the Jolly Roger:** Flag competition. Flags must be hoisted on a mast, lashed to the raft.
- ☞ **Jolly Crews:** Overall Scout Spirit competition. The patrol who best exemplifies Scout Spirit through their yells, cheers, costuming, and sportsmanship.
- ☞ **Secure the Booty:** knots and lashings competitions
- ☞ **Smoke Signals:** Fire building and string-burning contest
- ☞ **Find Blackbeard’s Treasure:** Orienteering and maps
- ☞ **Shipwrecked:** Patrols will treat a variety of first aid challenges
- ☞ **Anchor Dive:** One representative from each patrol will dive for an object and then race to the other end of the pool.
- ☞ **Man Overboard:** SPL Cannonball
- ☞ **Walk the Plank:** Scoutmaster Belly Flop
- ☞ **Dive-In Movie:** Everyone bring swimwear and towels!



Camp La-No-Che is our home away from home, please keep it beautiful and *Leave No Trace!*



Unit Preparation:

Below are some recommendations for breakouts at your unit meetings to Be Prepared for a successful and fun Camporee

February—May:

- 👉 Register for Regatta
- 👉 Promote the event at unit meetings
- 👉 Practice scout skills needed for competitions
- 👉 Discuss ideas for rafts

June:

- 👉 Swim tests (summer camp or unit based)
- 👉 Practice scout skills needed for competitions
- 👉 Review race rules
- 👉 Plan raft designs

July:

- 👉 Construct rafts
- 👉 Practice scout skills
- 👉 Spirit competition ideas (yells, costumes, flags)

August:

- 👉 Review Guide to Safe Scouting Aquatics Safety
- 👉 Ensure adults are Hazardous Weather Trained
- 👉 Test rafts if possible
- 👉 Practice scout skills and spirit

September:

- 👉 Have an awesome time at the Regatta!

