

FALL CAMPOREE LEADER'S GUIDE

Timuqua District
2025



HIGHLAND GAMES

Princess Place Preserve
September 26-28, 2025



Welcome to the 2025 Timuqua District Scouts BSA Camporee – The HIGHLAND GAMES!

The goal of the weekend is to offer unique and fun activities while providing a venue for like-minded scouts to interact with one another on a friendly field of competition.

The objective for this Camporee is to relieve individual units from having to plan, organize, and host the games. This is so that all scouts can enjoy the activities together. To do this, the district has taken on the planning, organizing, and hosting activities, but to staff the event, we will rely on unit leaders to oversee event activities and functions.

We hope this also allows leaders to see other unit's patrols in action and maybe take a note or two home with you to compliment your unit's program.

The theme this year is The Highland Games with events and activities along the lines of traditional highland games with a touch of 18th century challenges. We've scoured the nation's camporee events to find challenging highland events that can be accomplished by all scouts. Some events are feats of strength, some scoutcraft skills, some patrol activities, and some of individual marksman skills.

The events will be run as CLANS (Patrols). BE PREPARED to make some fast clan decisions as all events will require the participation of every clan member and some quick organizing and thinking. Remember, clan spirit is a big factor this year!

At the conclusion of Saturday's events, we will have a Campfire. These are always a time of fun and laughter. Please encourage your scouts to have a skit or song prepared to join in on that fun.

If you have any questions or comments, let us know. We are here to help you.

MAY THE BEST CLAN WIN!!!!

Paul Thompson
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GENERAL INFORMATION:

Location: Princess Place Preserve
2500 Princess Place Rd
Palm Coast, FL 32137

Date: September 26-28, 2025

Registration: Pre-registration must be completed using the council online registration system. Deadline for registration and updates to existing registrations is September 19, 2025. ONLY currently registered members of each SCOUTS BSA troop may attend, along with REGISTERED adult leaders from each specific unit.

If your unit wishes to invite a local registered AOL den, they along with 2 deep registered leadership from their unit are allowed to attend for the DAYTIME ONLY and are not permitted to camp.

Current registration status is checked in the Week Before camp. Only current registered members can attend, anyone outside of these parameters will not be allowed to camp and may be asked to leave.

Fees/Cancellations: The cost for this event is included in your yearly program fees. Once you have registered for an event we are counting on your attendance, and we will be purchasing the needed items for the event, If you have changes in your attendance PLEASE let us know ASAP.

Check In: 5:00 p.m. until 8:00 p.m. on Friday, Sept. 26 - Early Check-in is not allowed – You will not be able to access the campsite prior to 5 pm.

Troops must check-in at the registration tables. Please have check in forms available. PLEASE make sure each form is filled out with ONLY the people in your vehicles who are attending the event. DO NOT fill one form out for your whole troop, unless they are all in the same vehicle. Adults and Youth must be listed on the form.

Parking: One trailer and tow vehicle per unit is allowed in the camping area. No other vehicles are allowed without a handicap permit.

Low Impact Camping: Each unit is expected to abide by BSA low impact camping guidelines. Your campsite should be left as though no camping took place. Tread Lightly rules for use of our camp prohibit damaging or cutting vegetation in the area.

Ground campfires are NOT PERMITTED. Approved above ground firepits and camp pits may be used.

Food: Units are expected to bring and cook their own meals. Unit participants are responsible for providing their own meals. Please secure all food at night. Please remind scouts to consider time allotted for meals (see camporee schedule) specifically lunch time.

PLEASE BE SURE TO BRING DRINKING WATER FOR YOUR UNIT!

Utilities: Princess Place Preserve does not have marked Potable water, but there is a spigot for washing. Please, no dish washing at spigots. Campsites do not have electricity. Please make sure to arrange for handwashing at your campsites.

Garbage: Each unit needs to have its own bags for garbage. Each unit will take its garbage to the dumpster in the parking lot directly outside of the camping area.

Campsites will be inspected during checkout from the camporee.

Bathrooms: Princess place will be equipped with porta-lets for the event. PLEASE discuss cleanliness with your unit, PLEASE mind designation signs for gender and youth/adult.

Health Forms: Each Unit is required to have Annual Health and Medical Records (Part A & B) for every participant (Scouts and Adults). These forms should be in the possession of the registered leader and available for inspection at any time.

YPT/Safeguarding Youth : As per current Scouting America regulations, 2 deep leadership must be provided for **EACH** unit attending. These leaders **MUST BE REGISTERED** with the unit they are attending with. Adults **NOT** registered with your unit are **NOT ALLOWED** to camp.

There must be separate 2 deep leadership from each group if you are attending with you cannot register as a leader for the Boys Troop, Girls Troop, Crew, Ship, and AOL den attending,
If your unit is found without proper leadership you will be asked to leave.

Check - In Procedures

1. Upon arrival check in with the registration team at the check in tent. **Please have your CHECK IN sheets filled out and available.**

Your adult volunteer(s) will be verified, you will receive your registration packet, and you will be assigned a campsite. **PLEASE MAKE SURE YOUR ADULTS ARRIVE BEFORE SCOUTS START SHOWING UP.**

2. Proceed to your assigned camping site and set up camp.
3. Move ALL other vehicles immediately to the designated parking area AS SOON AS THEY ARE UNLOADED.
4. Adult leaders and Senior Clan Leaders (SPLs) attend the Friday night leader's meeting.

EVENT MAP AND CAMPING LOCATIONS

The event map and camping location map is currently being updated and will be emailed out 7-10 days prior to the event.

CAMPSITE AREA RULES:

1. No Vehicles (Except Handicapped Placarded) and 1 assigned trailer vehicle.
2. No Open Fires (Grills, Elevated Dutch oven tables are Ok.
3. Respect other unit areas
 - a. Do not cut/shortcut through
 - b. Ask for permission to enter Campsites to visit
4. No throwing sports at your campsites.
5. Close toe shoes required (No flip flops)

Safety & Conduct

1. “Safety First” is the most important concern. All participants are asked to be mindful that excessive
2. roughhousing and careless behavior can lead to accidents and even injury. Please have fun but take care of yourselves and others. Prevent mishaps before they occur. Each leader and participant are asked to be
3. observant of safety issues in the activity area surrounding them, and report or correct any concerns.
4. Participants are reminded, to use the Scout Oath, the Scout Law, and the Outdoor Code to always guide behavior.
5. NO Alcoholic beverages are to be consumed by anyone at any time during this event. Period. Offenders will be asked to leave.
6. Smoking (e-cigs included) is not permitted ANYWHERE in the event areas. **There shall be no smoking or vaping in front of the scouts.**
7. First Aid will be located at the designated Area, please take care of minor injuries at the Troop level, you should ALL have 1st aid kits at your campsites and as part of your essentials.
8. This is our facility, and as scouts, we are required to act in a scout-like manner.
 - a. Please clean up after yourself and do not leave debris on the ground in your camp site.
 - b. All campsites must be clean and well organized.
 - c. Help keep our restrooms clean.
 - d. If you see any trash, pick it up and put it where it belongs, whether it’s yours or not.
9. SPECIAL NOTE ON KILTS:
 - a. In the spirit of the games, wearing kilts is accepted. HOWEVER, the wearing of biking/spandex shorts or tights underneath IS REQUIRED.
 - b. Horseplay, teasing, or bullying of any kind for participation in a kilt is OUTLAWED A ZERO TOLERANCE policy is in effect for the above.

Emergency Procedures

Minor Injury

All injuries, regardless of extent must be reported.

1. Each troop/pack can apply first aid from their troop first aid kit.
2. Report the injury to camp management and they will log the injury.

Major Injury

All injuries, regardless of extent must be reported.

1. Determine if the area where the injured person is safe.
2. Do not move the injured person unless the area is unsafe either to the injured person or others.
3. Call 911.
4. Notify camp staff of the emergency.

Emergency Numbers

Fire: Flager County Fire Rescue – Station 41: Non-emergency: (386-446)-6766

Sheriff: Flagler County Sheriff's Office – District 2: Non-emergency: (386)-586-2621

Medical: Advent Health Medical Plaza Palm Coast: Non-emergency (386)-586-2000

Poison Control: 800-222-1222

Hannah Scharff, Timuqua District Executive: (502)-744-0979

Paul Thompson, Timuqua District Chair: (386)-295-1232

Frank Barbuti, Princess Place Preserve Parks & Recreation Manager: (386)-313-4020
(won't be available until the day of the event)

Camporee Schedule

Friday September 26, 2025

- 5:00pm- 8:00pm Check-In/Registration
- 9:00pm Leader's Meeting: CAMP HEADQUARTERS (Scoutmaster and SPL are required)
- 10:30pm TAPS

Saturday September 27, 2025

- 6:45am Reveille
- 6:45am – 8:00 am Breakfast at campsites
- 7:00 am - 8:30am Saturday Morning Check In.
- 8:30-8:45 Activity Leaders Meeting at Flag Pole
- 8:45am Flag Ceremony
- 9:00am – 11:55 am Morning Highland Games Activities
- noon - 12:55pm Lunch at your campsite
- 12:45- Activity leaders meeting at Flag Pole
- 1:00pm – 4:45 pm Afternoon Highland Games Activities
- 3:00 PM – Campfire Participation Due to Staff
- 5:00pm – Scoutmaster Challenge
- 5:30pm - 7:30pm Dinner at campsites
- 6:30-7:30 Cooking Competition Judging at Headquarters
- 7:30pm Campfire Program
- 8:30pm – 10:00pm Tavern Night
- 10:30pm TAPS

Sunday September 28, 2025

- 6:45am Reveille
- 7:00am – 7:55am Breakfast at campsites
- 8:00am Flag Ceremony (Field Uniform-Class A)
- 8:15am Interfaith Service
- 8:30am Awards
- 9:00am – 10:00am Check-Out

Event Description

- The event will consist of 10 event stations.
- Scouts will compete in clans of up to 10 scouts.
- The event will begin with a “Shotgun” start with each clan starting at the station number corresponding to their campsite assignment. Clans are encouraged to rotate through the stations in order as availability allows. (Skip a station, if necessary, to come back later and avoid wait times)
- Clans must compete together in all events.
- We recognize scouts will have varying abilities to compete with other scouts in some events. A handicap system will be in place for these events as determined by the event directors.
- Where there are clans of different numbers, the overall event score average will be used as additional ‘members’ to adjust for clan averages.
- Clans are competing for 1st, 2nd, and 3rd place for each event as well as for overall Highland Games Champions (1st), Highland Games Runners-Up (2nd) and Highland Games Contenders (3rd).

Station 1 First Aid

Leader: _____

Your clan will be put to the test against a real life first aid scenario. Be prepared, that final exam is quite the heart stopper! The Clan Leader will identify the stricken clansperson, draw a card and direct care using all resources available at the station. The clan must then transport the victim to safety.

SCORING: Timed event. Points awarded for each correct treatment administered; deducted for each improper treatment.

Station 2 Three-Legged Compass

Leader: _____

Each scout in the clan will use a compass to traverse a short course. The catch? They won't be able to see where they are going!

SCORING: The distances from the intended target for each scout will be summed, averaged, and assigned to the clan. Lowest average distance wins.

Station 3 Sheaf Toss

Leader: _____

Up and over is the name of the game. Clans' folk will toss a sheaf (burlap sack of hay) over a high bar using a shovel.

SCORING: Each clan member's highest cleared toss will be averaged together for an overall clan score. Highest average height wins.

Station 4 Haggis Hurl

Leader: _____

Scouts will form teams of 2. Each team will hurl a stuffed 'Haggis' back and forth at increasing distances until the haggis breaks revealing its.... contents. The longest distance tossed by each pair will be averaged for a clan average.

SCORING: Average of max distances for entire clan is score. High score wins.

Station 5 Archery

Leader: _____

Archery challenge. Each scout will have 5 arrows to earn the most points for their clan. Targets will be placed at various distances and will be valued accordingly!

SCORING: Points awarded for 10-yard, 15-yard, and 20-yard target hits.

Station 6 Ladder Lashing

Leader: _____

Does this thing look straight to you? Scouts will have to work as a clan to lash together a ladder and then each scout will climb the ladder to the second rung and recite the outdoor code while the rest of the clan holds the ladder up.

SCORING: Timed event. Lowest time wins!

Station 7 Fire Starting

Leader: _____

Your clan will attempt to conquer and command one of our 4 core elements to burn a string in the fastest time! Resources will be limited. Minor prep work (Axe yard) will be required. Fire build cannot be altered or added too once the first spark is struck. Quick planning and teamwork will rule the day! MUST have Totin' Chip ON THEIR PERSON to work axe yard. MUST have Fireman Chit ON THEIR PERSON to strike sparks.

SCORING: Timed event. Lowest time wins! 5 second penalty for each match past 1 used. 30 Bonus seconds (Removed) if fire steel rod is used. 60 bonus seconds (Removed) for old fashioned flint (chert) and steel striker.

Station 8 Tomahawk Throw

Leader: _____

Each scout will get three throws of a Tomahawk to earn points for their clan.

SCORING: Stick the hawk in the target backstep– 1 pts, Stick the hawk in the 3x5 card – 2 pts, Stick hawk across any 2 target circles – 3 pts. Stick hawk across all three target circles – 5 pts.

Station 9 Clan Shield Design

Leader: _____

Each Clan will create a crest or shield for your clan. You must use the materials provided at the station for your group only. You must finish your shield at the station. All members of your clan **MUST** contribute to the shield and stay for the duration of the design.

SCORING: Judged on Creativity, symbolism and TEAMWORK.

Station 10 Bag Pipe Blow Up

Leader: _____

Each Clan will be tasked with using their AIR power to navigate an object through an obstacle course.

You must keep the object in the designated course zone, You must keep yourself in your designated zone. Clans with less members MAY move to other zones if necessary.

SCORING: Lowest Time Wins . 10 seconds added each time the object or person goes out of bounds. 5 seconds added every time the object hits the ground.

Scout Spirit

What's a competition without a little team spirit? Staffers will be authorized to award points to patrols who demonstrate true scouting spirit through extraordinary acts of sportsmanship, clan yells, Costume (Kilts, attire, face paint), Campsite decorations and CHEERS!

SCORING: Point awarded by staffers as they witness exemplary acts of scouting spirit.

If you have any further questions, please contact:

Paul Thompson
Timuqua District Chairman
ThompsonPD@aol.com

Hannah Scharff
Timuqua District Executive
hannah.scharff@cflscouting.org

CAMPFIRE SKIT SUBMISSION FORM

Please Inform our campfire staff about the skit your patrol will be performing at Saturday's campfire program. Remember:

1. A Scout is CLEAN (in language and actions)
2. Would Grandma Approve?
3. No hazing or exclusion
4. Camp Directors have final say

Are you Performing a SKIT or a SONG (CIRCLE ONE)

Patrol Name:

Unit Number:

Title:

Description:

CAMP CHECK IN FORM (this form should be printed for every car attending)

Please fill this out for ONLY the people in your vehicle who will be participating in the Camp O Ree.

Have it ready for when you arrive at check in.

UNIT NUMBER _____

UNIT LEADER _____

DISTRICT _____

YOUTH

_____	_____
_____	_____
_____	_____
_____	_____

ADULTS

_____	_____
_____	_____
_____	_____
_____	_____