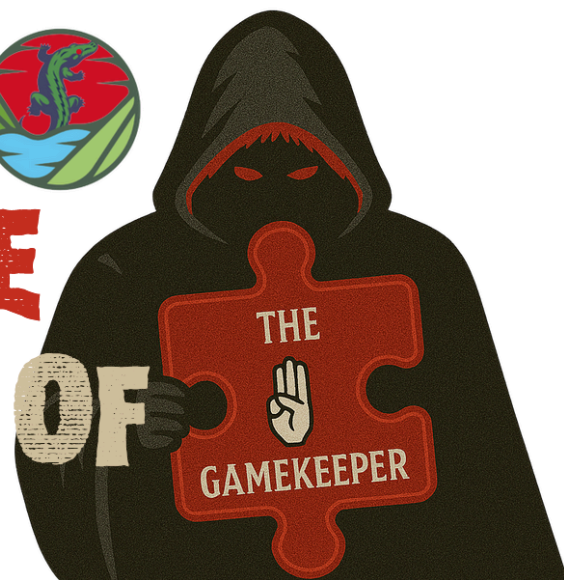


LAKE DISTRICT FALL CAMPOREE 2025 THE LEGEND OF



NOVEMBER 14-16, 2025
RYBOLT FIELD CAMP LA NO CHE

In the woods of Central Florida, an unsettling legend lingers. Stories are told of a shadowy figure known only as “The Gamekeeper”. A Senior Patrol Leader of a small troop that poured their hearts into hosting a grand camporee: preparing challenging competitions, crafting trophies, and planning a perfect weekend of Scouting fellowship.

BUT NOBODY CAME. Disheartened, the SPL refused to let the weekend go to waste and demanded his own troop compete in every challenge they had planned for others. The Scouts competed tirelessly, but were Not Prepared for their leader’s relentless drive. Those who faltered in the challenges were “held accountable,” enduring strange and cryptic consequences.

As legend has it, the Gamekeeper and his troop were never seen again—except by those who dare to venture into these woods. Today, the **Lost Troop** exists as shadows of their former selves, forever trapped in the games they created. They wait, eager to challenge any who enter, desperate for someone to finally break the cycle and free them from their **cursed camporee**.

This year, Scouts from across Lake District are called to step into the Gamekeeper’s lair. Your mission in the lair is to solve sinister puzzles, prove your Scouting skills, and earn the freedom of your Troop **and** the Gamekeeper’s Lost Troop **before time runs out**.

The forest will test your Scout knowledge, your courage, your teamwork and your ability to **escape**. As you arrive, you will encounter the trapped Scouts from the Lost Troop and receive your first puzzle to solve to help them.

Will you emerge victorious, or will you become another chapter in...
The Legend Of The Gamekeeper?

General Information

Event Theme: Sinister Scouting Puzzles (and fun)

Dates: 5pm Fri November 14, 2025 to 9am Sunday November 16, 2025

Location: Camp Rybolt, 41940 Boy Scout Rd, Paisley, FL 32767

Registration:

Completed online.

Camping Deadline November 10, 2025.

Full Package (Patches, etc) Deadline November 1, 2025.

We want as many units and Scouts to come as possible. Late registrations will be accepted up to the day prior as long as space and safety permits, but your unit may not receive swag (patches, etc.).

Specific approval is required to confirm attendance after the camping deadline.

Fees/Cancellations: Cost per participant (including leaders): FREE. A **limited amount** of Camporee merchandise will be available for purchase at additional cost Friday and Saturday night at the trading post.

Check-In Time: 5pm+ on Friday

Departure Time: Campsite Breakdown Starts at 9am, please be off property by 11:30am.

Key Contacts

Adult Camporee Hosts:

Mike Wunderlich, 847-494-4924, wunderscouter@gmail.com

Frank Gruca, 352-348-4722, fgruca@yahoo.com

First Aid Station: At Camp HQ (Check In Station)

For serious incidents, call 911 immediately first and then inform event/district staff.

DO NOT DELAY EMERGENCY CARE IF NEEDED



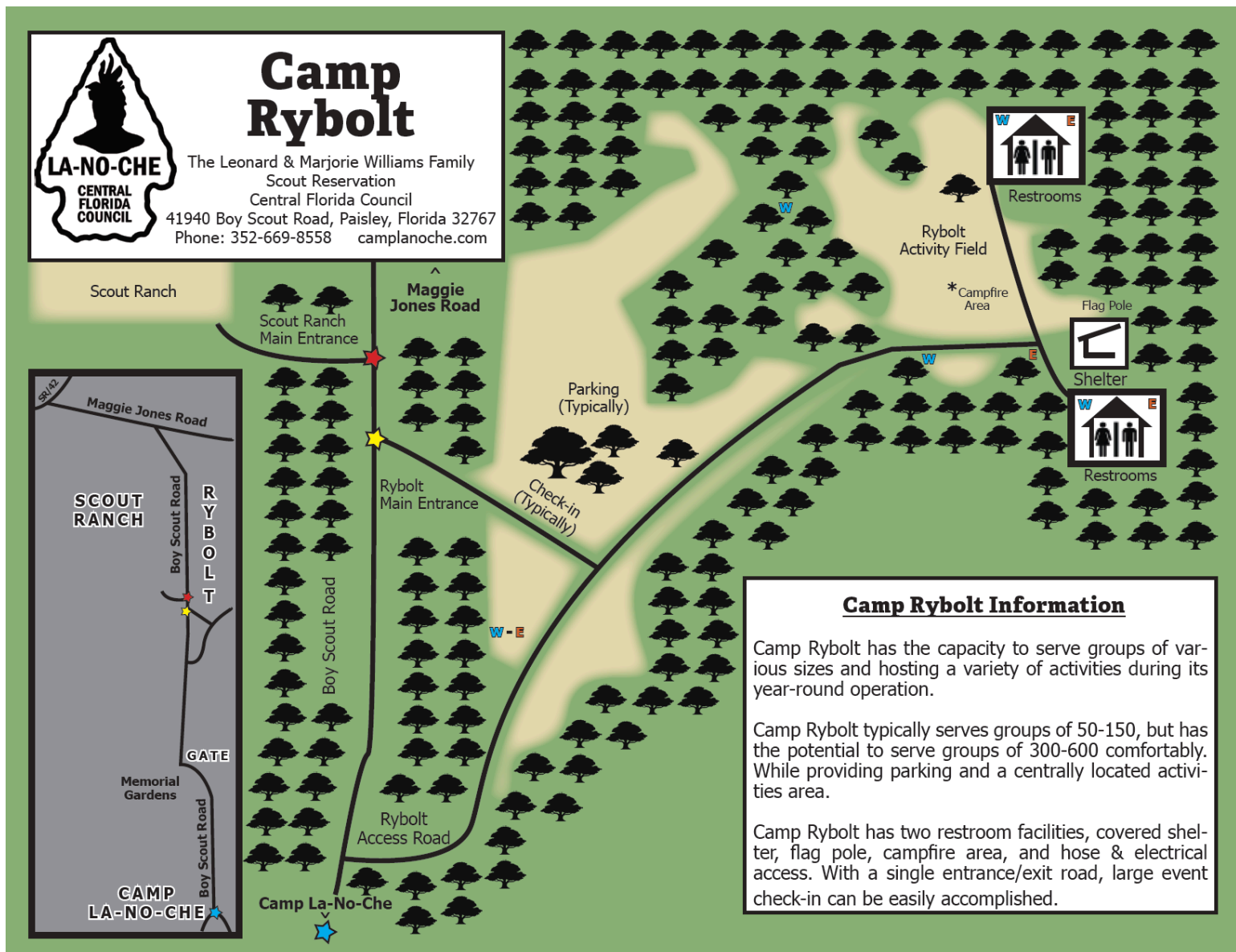
Check in Procedure

- **Your camporee experience starts at first contact. We appreciate you being in the spirit and ready to submerge yourself in the theme.**
- **Do not arrive before 5pm Friday.** Gates are not open. The Gamekeeper is not ready for you.
- **Drive to Camp La No Che:** <https://maps.app.goo.gl/yJ6SFds2bu7EJmhw8>
- **If you arrive early, stay on Boy Scout Road.** Pull to the right and keep the road open in both directions. We will wave you in when the gates open.
- **Rybolt Field** (<https://maps.app.goo.gl/TaqmLPBtRYezCo4e7>) will be a **left turn off Boy Scout Road** (@approx: 28.96675, -81.53782), look for our signs, photo of entry gate below.



- If you must stop on Boy Scout Road stay to the right and **keep the road open** for traffic.
- After you turn **left** into Rybolt Field, follow the dirt road and any signs to the **check-in station**.
- **Troop campsites are pre-assigned**—arrival time has no bearing. Adjusting campsites will be challenging on arrival, if you have special needs please contact us to discuss before arrival.
- Unit members will be directed to your numbered campsite on arrival. Make sure your unit knows the setup plan to avoid having to do a lot of adjusting.
- **It's fall and after clocks change, setup will probably be in the dark. Be Prepared.**
- Info packets will be given to the **Scoutmaster or their delegate upon arrival**.
- **SPL, please make yourself known on arrival.**
- Vehicle traffic in the campground is one-way and should be limited to drop off and pick up of **gear**.
- No parking at campsites, one vehicle **attached to a trailer** and **well flagged** for safety is permitted.
- No part of your campsite, including the trailer, should encroach on the neighboring site.

Rybolt Field Map



Map Download:

https://scoutingevent.com/Download/083153850/SM/Map_Camp_Rybolt.pdf

Schedule of Events

Friday:

- **5:00 PM – 7:00 PM:** Arrival and Check-In **@Camp HQ**
 - Troops, have early arrivers send out campsite location to late arrivers, HQ closes at 7pm.
- **7:00-8:15 PM:** SPL Check In **@Camp HQ IMPORTANT!**
- **8:30 PM:** Opening Campfire. Gather your Troop and ***wait at your campsite entrance.***
 - Leader/SPL Meeting **@Camp HQ** Following opening campfire
 - SPLs: Please bring full Troop/Patrol rosters to SPL meeting
- **11:00 PM:** Lights Out **@Campsites**

Saturday:

- **6:30 AM:** Reveille & Breakfast **@Campsites**
- **8:00 AM:** Assembly & Event Launch **@Flagpole**
- **8:30 AM – 11:30 AM:** Morning Activities/Competitions **@The Forest**
- **11:30 AM – 5:30 PM:** Lunch, Trading Post Open, R&R, Open Program Events & Dinner
- **1:30 PM:** SPL Meeting **@Camp HQ**
- **5:30 PM – 8:00PM:** **After Dark** Activities/Competitions **@The Forest**
- **8:30 PM – 9:30 PM:** Campfire Program & OA Callout **@Opening Ceremony Fire Ring**
- **11:00 PM:** Lights Out **@Campsites**

Sunday:

- **6:30 AM:** Reveille **@Campsites**
- **7:00 AM – 8:00 AM:** Pancake Breakfast For All (NO SUNDAY KP!!!)
- **8:00 AM – 9:00 AM:** Scout's Own Service, Awards, Dismissal **@Main Pavillion**
- **9:00 AM:** Break Camp, Clean Up, Git! **@Campsites**

Departure Checklist, Ensure:

- ☐ Your campsite is clean and **inspected by a staff member** before departing. Leave no Trace.
- ☐ Any borrowed materials are returned.
- ☐ You have checked for any personal belongings left behind.
- ☐ Your unit has received its participation patches & awards.

Camporee Rules and Guidelines

- **First Aid Station** is at the Camp HQ you will encounter at check-in.
- **Call 911 for serious injuries or emergencies before notifying staff.** Do not delay emergency care.
- All BSA rules / policies apply and supersede these rules.
- All participants are expected to uphold the Scout Oath, Scout Law, and the Outdoor Code.
- Respect other participants, leaders, and staff and exhibit Good Sportsmanship and Scout Spirit!
- Each Troop should have an SPL identified for the weekend, along with 1 or more Patrols.
- Patrols should set up tents, kitchens, etc. together. Patrol Leaders should be identified for each Patrol
- Patrols participate in competitions as a team. Bonus points awarded for full Patrol attendance at each station.
- Lost and Found is at Camp HQ
- Pack as usual, Be Prepared
- Critters abound! Protect them and your food by securing it at night, in a trailer or vehicle!
- Keep use of electronics to a minimum! Be present! Focus on nature, fun, friends and fellowship!
- Patrols with flags receive bonus points at each station
- In all scoring and final matters the judgement of camporee organizers and staff are final.
- Quiet hours are from 11:00 PM (Taps) to 6:30 AM (Reveille). It's fine to rise early but grant others the courtesy of some extra sleep!
- Ask permission to enter campsites and avoid taking "shortcuts" through Troop sites - use pathways.
- Attendance at all scheduled events is expected. Absence may result in point penalties.
- Register only the Scouts attending along with their patrol names. SPL to provide final rosters for Troop with Patrols assigned at Friday evening SPL meeting.
- AOL Scouts may attend as guests of a troop, following all guidelines for overnight stays.
- Arrive and depart in uniform. Class A uniforms are required for services, campfires & assemblies.
- Water is close, but bring containers to transport and store at your campsite.
- Campsites should remain clean, tidy and adhere to Leave No Trace principles on departure.
- Vehicles not permitted in campsites. Use designated parking. Troop trailers may remain in campsite with one vehicle attached. Mark any hazards clearly (drop wires, trailer tongues, etc.)
- **Pack out all your trash.** Secure trash at night from critters.
- Elevated fires in a fire bowl or similar are preferred. Digging pits permitted, but must be **completely** buried on departure and **leave no trace**. Use fire safety tools and always supervise fires.
- Do not cut or injure trees. Use of deadfall for fires is permitted. Firewood at fire rings are for campfire programs, please bring firewood for your campsite.
- Visitors must sign in at camporee headquarters. Permission from an adult leader is required for all visitors to troop campsites.
- Alcohol, weapons, fireworks, and non-Scout-appropriate materials are prohibited.
- Smoking is allowed only in designated areas and must not be visible to Scouts.
- Be prepared for unpredictable weather. Bring appropriate gear.
- Closed-toed shoes are required at all times.
- Buddy system must be used at all times, adult leaders please monitor.
- Adults Shower after 11pm, **no youth permitted in the bathhouse from 11pm - 12:30am**. Plan accordingly.

NOTE: Plans and guidance may change. The info in this guide is a “guide” only. Common sense and evolving needs always supercede. Check back often for revisions to this guide leading up to event.

Revised: 7/16, 7/16 added iron chef info

Activities and Competitions

Below is guidance, subject to change based on planning needs.

Troop Competitions:

- **Campsite Inspection** (1-3 PM Saturday) – See appendix for criteria.
- **Spirit Award** – Be loud, dress to theme! Bonus points for themed Gateway & campsite decorations.
- **Gateway Competition** – 10x10 entryway, unlimited height! Judged during campsite inspection.
- **Adult Bonus Challenges** – Troops earn additional Kudos for adult bonus completion

Patrol Scout Skills Competitions:

Patrols (up to 6 Scouts) will compete together. Competition Patrols don’t need to match campsite/troop patrols but must have a flag and SPLs must turn in final patrol rosters at the SPL meeting after Friday night’s opening fire. Rosters will be checked at stations.

Scoring: Activity Champion is best overall performance for activity. +25 pts at activities for patrol flag. Camporee Champion Points: Per station: **1st**(100), **2nd**(75), **3rd**(50), **Finish**(20), **No Show**(-50). +50 Camporee Champion Points for adult activity participation. Highest points win.

<ul style="list-style-type: none">• Morning Competitions<ul style="list-style-type: none">○ FOREST1: Gear setup & care○ FOREST2: Teamwork○ FOREST3: Pioneering○ FIREPIT: Fishing	<ul style="list-style-type: none">• Afternoon Competitions<ul style="list-style-type: none">○ FOREST1: Teamwork○ FOREST2: Knot tying & teamwork○ FOREST3: First aid○ FIREPIT: Firebuilding
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Open Program

After morning competitions wrap, SPLs can report to HQ to get details on the open program activities to be completed between 12 noon & 5pm. Some of these will be for points, many will be for **FUN**.

Random Iron Chef

Lunch must include your Random Iron Chef entry. Come to the HQ. Roll the Gamekeeper’s dice for random ingredients. Prepare a dish for lunch using all ingredients. Bring a taste to the Gamekeeper. Awards for best taste, most creative and best presentation.

Awards:

- Patrols earn 1 Kudo (souvenir) per completed station.

- Top 3 patrols per station earn ribbons for their troop's flag.
- Top 3 overall patrols earn ribbons for their troop's flag.
- **Camporee Winner** (takes home the BUCKET) highest Camporee Points Total
- Best Spirit
- Best Campsite
- Best Gateway
- Best Patrol Flag
- Open Program Awards
- Iron Chef Awards

Campsite Inspection Troop:

Category	Criteria	Points	
General	Gateway to Campsite		of 20
	Gateway Features 3+ Themed Elements		of 20
	Camp Gadgets (5pts per unique gadget, max 20pts)		of 20
Flags	US Flag Displayed Correctly (10pts) +1pt per foot above 6' flown (max 20pts)		of 20
	Troop Flag Displayed		of 20
	Patrol Flags Displayed at Patrol Areas		of 10
Tents	Tents Properly Erected		of 10
	Tents Organized by Patrol		of 10
Campsite	First Aid Kit Out & Easily Found		of 30
	Safe Fire Area w/ Fire Tools		of 10
	Ax Yard		of 10
	Clean and Orderly		of 10
	Scoutmaster(s) Resting & Relaxing		of 10
Cooking and Eating Area	Dining Fly(s)		of 10
	Cooking Equipment Off Ground/Stored		of 20
	Clean Cooking Areas		of 25
	Drinking Water Storage		of 10
	Separate Patrol Eating Areas		of 10
	Posted Duty Roster(s)		of 10
	Clean Patrol Eating Areas		of 15
	Trash Bin Available		of 10
Total Score: Deductions: [] -20pts per car parked at campsite [] -20pts fire unattended [] -10pts per major safety violation		NOTES:	