CODENAME: CAMPOREE LEADERS GUIDE



MOSS PARK CAMPGROUND Group Campsites

BE PREPARED FOR YOUR MISSION

2025 Narcoossee District Fall Camporee Leader Guide

Scouting Headquarters

Clearance Level: Scout Prime

Attention Troops:

We have received an update on your top-secret mission for the Narcoossee District. This operation, titled **Codename: CAMPOREE**, will be a mission where you must engage your full potential in order to protect the district. Our agents have detected that there will be a secret mole infiltrated into your camporee, and it is your job to find them. We strongly suspect that in order to discover the mole's identity, you must complete high-stakes challenges, including obstacle courses, codebreaking, laser mazes, and more, over the course of one weekend campout.

This document is your formal mission instruction from headquarters. You will meet up with other covert operatives when you arrive at camp with additional mission instructions. We have confidence that you will succeed for the good of scouting. Accept your mission, camporee clearance won't last forever.



Yours in Scouting, Camporee Command Team

Basic Information

WHERE: Codename: Camporee will be held at Moss Park (12901 Moss Park Rd, Orlando, FL 32832). You will camp as a troop in the group campsites, which have already been reserved.

WHEN: Your epic camporee is reserved for the weekend of December 5-7, 2025. Troops can begin arriving at 6pm, and should come no later than 8pm to avoid compromising our mission.

THEME: The 2025 Fall Camporee and all of its activities will be run with a spy theme. We welcome you to bring gadgets, costumes, or other spirit items to embrace the theme, and awards will be given to patrols with the most themed spirit!

REGISTRATION / COST: Register your troop via Central Florida Council. This is required by November 23, 2025 to participate in the camporee. Campground and activity costs are covered by the council program fee (collected with membership), so there is no additional cost to attend.

TROOP RESPONSIBILITIES: Troops are responsible for bringing their own camping equipment and making provisions for all meals. Troops are also responsible for bringing up-to-date medical forms for attending scouts and adults, as well as managing medical needs for troop members. Lastly, troops should organize scouts into patrols (ideally 6-8 scouts) to participate in activities and competitions.

ADULT PREP WORK: Each troop's adults are asked to prepare a dessert on Saturday night for our campwide shared dessert and cooking competition. Adults must also be ready to sit back, relax, and chill on their chairs during the mission.

PATROL PREP WORK: Each patrol should be ready to cook a dinner that will be sampled and judged for the cooking competition and perform a scout-appropriate skit at the campfire. Patrols should also bring costumes and other items to show their spirit!

<u>Top Secret Timeline</u>

FRIDAY NIGHT (12/5):

- 6:00 8:00 Arrival and Check-in
- 8:30 9:15 Patrol Leader and Scoutmaster Meeting (SPLs welcome)
 - o Cracker Barrel provided for SPLs, PLs, and Scoutmasters
- 10:00 Moss Park Quiet Time
- 11:00 Campwide Lights Out

SATURDAY (12/6):

- 6:00 6:30 Campwide Wakeup (troops wake themselves up)
- 6:30 8:30 Breakfast Handled by troops
- 8:30 9:00 <u>Opening Flags</u>
- 9:00 11:30 Spy Training Activities
- 11:30 1:30 <u>Lunch</u> Handled by troops
- 12:00 12:15 Patrol Leader and Scoutmaster Meeting
- 1:00 2:30 <u>Campfire Performance Submissions</u>
- 1:30 3:00 <u>Find the Package</u>
- 3:00 4:00 $\underline{\text{Field Games}}$, Intertroop Bonding, and Relaxation Time
 - o Troops may begin cooking early if they desire
- 4:00 6:30 Dinner Handled by troops
- 5:30 Youth Cooking Competition Meal Submission Deadline
- 6:30 6:45 Scouts' Own Service Prep Meeting Representatives from each troop
- 6:45 Adult Dessert Competition / Campwide Dessert Submission Deadline
- 7:00- 7:30 <u>Camporee-Wide Shared Dessert</u>
- 7:30 Find the Mole Submission Deadline
- 8:00 9:00 <u>Campfire</u>
- 10:00 Moss Park Quiet Time (be in campsite)
- 11:00 Campwide Lights Out

SUNDAY (12/7)

- 6:00 6:30 <u>Campwide Wakeup</u> (troops wake themselves up)
- 6:30 8:30 Breakfast and Troop Packup handled by individual troops
- 8:30 9:00 Closing Flags and Awards
- 9:00 9:20 <u>Scouts Own Service</u>
- 9:20 10:30 <u>Troop Packup / Depart</u>
- 11:00 All Troops Departed



Operation Highlights

Over the course of the camporee, aspiring spies will compete in several challenging activities as a patrol of up to 8 scouts. Many of the activities will earn points towards determining which patrol will win the Top Overall Spycraft award. In addition, patrols will be recognized for winning specific activities and for displaying the most spirit throughout the camporee. Spy teams must be vigilant and on their toes to be declared the best of all!

Find the Mole (BIG activity!)

We have received information from several very reputable sources that somebody will attempt to break into our camporee and steal our most valuable scout secrets. The identity of this person is unclear, but we now know that all of our secret plans have been compromised. Your patrol must use your secret agent know-how to find evidence, examine witnesses, and find this mole. The good of scouting (and a load of points) depends on it.



.

Spy Training Activities (Sat. AM)

Patrols face physical and mental challenges to sharpen their spy skills and earn points for their patrol. Spy Training Activities are organized into stations and will include:

- **OBSTACLE COURSE** Featuring several top secret obstacles, all while patrols carry top secret information between 2 points, can your team get the information to the checkpoint fastest?
- CODEBREAKING AND LOGIC PUZZLES Featuring many varieties of puzzles for patrols to crack in record times
- INTEL MEMORY TEST Memory game featuring several items, spy patrols must remember as they transmit the info to another secret agent in exchange for information
- LASER MAZE Featuring a spiderweb of lasers, scouts must get their entire patrol through; anyone left behind compromises the mission
- **DEAD DROP SEARCH -** Use orienteering skills to follow clues around camp for codes, cyphers, and puzzles your patrol will use to identify someone with critical insider knowledge

Skit / Story / Song Signup for Campfire

For the campfire, each patrol is requested to prepare at least one skit, story, or song. Everything that is being performed at campfire must be scout-appropriate and get approved ahead of time. You can either demonstrate your performance or explain it in detail to get approved. Patrols will earn points for participation; performances will not be judged.

Hide the Package (Sat. PM)

Each patrol will be tasked with hiding a package with vital intelligence information and developing clues to help other agents locate that package. Then all patrols will endeavor to find as many packages as possible and piece together the bits of intelligence. Full details and specifics for this mission are classified and will be provided physically at Saturday's Patrol Leader meeting.



Field Games (Sat. PM)

Equipment for field games will be available to allow scouts to bond between troops, hang out with their friends, and have fun! The exact games are top secret, but expect games that test both the physical and mental readiness of spies. Participation and enthusiasm will contribute towards which patrol gets the spirit award!



Campsite Inspection

At some point during the day on Saturday, a staff member will inspect your campsite. They will not enter any tents or closed-off areas, but they will inspect the rest of the campsite and award points based on the criteria on the Campsite Inspection sheet.

Youth Cooking Competition - Dinner

Which spy team has the most top-notch cooking skills? Each patrol is encouraged to submit a plated dinner meal to the youth cooking competition and be in the running for the best secret chefs. Meals will be scored on taste (50%), presentation (25%), and concept (25%). Concept includes nutrition, creativity, and a written description of the meal. Submissions must be a dinner meal cooked by a [singular] scout patrol with no adult assistance. Points will be given to all participating patrols, but winners receive the most! There may also be a prize for whichever patrol has the yummiest, best-looking, spytastic meal.

Shared Dessert / Adult Dessert Competition

Each troop's adults are requested to prepare plenty of super-yummy desserts to contribute to a campwide shared dessert extravaganza. (Please make enough to feed 25-50% more than your troop). All participants will have the option of any troop's dessert to choose from, and if we have enough, there will be seconds! Disposable plates, bowls, and utensils will be provided for serving to minimize troop cleanup before campfire. These desserts will also be entered into the Adult Dessert Competition! Each dessert will be evaluated on taste, presentation, and concept.

Saturday Night Campfire



Awards Presentation (Sun.)

Following the closing flag ceremony on Sunday morning, we will celebrate the winners of all of our awards! Awards will be given for every spycraft station and activity, as well as for Top Spycraft (overall points), the cooking competition, best patrol spirit, best campsite, and some secret awards (•••)

Scouts' Own Service (Sun.)

This activity will provide a Non-denominational Scouts' Own Service. In keeping with the spirit and intent of Lord Baden Powell, the service will be brief but inspirational for all. A chaplains aide or other representative from each troop is invited to participate in speaking during the service. All troops who choose to participate are expected to be in their full 'Class A' Field Uniform.



Arrival and Departure / Vehicle Policy

ARRIVAL

- You will arrive at Moss Park's main entrance (12901 Moss Park Rd, Orlando, FL 32832). We will provide each troop with information on how to enter the park (it will be closed) the week before the event.
- From there, you will follow park signs to the group camping area:
 - Pass the camp office and turn right; a big field will be on the left.
 - o At the end of that road, turn left towards the group camping area.
 - Take a right at your first opportunity; there will be a sign.
- At the start of the group camping area, a staff member will greet you and navigate your vehicles to the area where you will set up camp.
 - A staff member will inform your SPL of where you are permitted to set up camp and where vehicles should be parked after the unloading process is complete. You may then begin unloading and setting up.

VEHICLES AT CAMP

 Vehicles pulling trailers may be in camp. We will direct you where to park all other vehicles along the side of the road on the perimeter of the group campsites.

INDIVIDUALS ARRIVING LATE / LEAVING EARLY

- This section pertains to **individuals** who have circumstances requiring them to arrive late or leave early.
- Troops should arrange these circumstances internally.
- The park is open between 8am and 6pm both days. For assistance with opening the gate while the park is closed, make arrangements beforehand.
 - Making arrangements beforehand: Email scouterdave202@gmail.com
 - Contact for immediate assistance: Text/Call Dave Chubb at 407-288-7374

CHECK IN / CHECKOUT

- Check-in will be open on Friday night between 6:00 pm and 8:00 pm.
 - Staff will be located at the start of the group camping area to greet you, provide your campsite assignment, and verify details on the number of youth and adults camping Friday night.
- Checkout may begin on Sunday after the Scouts' Own Service.
 - At checkout, your campsite should be free of all trash, and the firepit and its surrounding area should be left in good condition. Benches should be placed where they were found.

General Items of Note

PLEASE DO <u>NOT</u> BRING:

• Any firearms, illegal drugs, or alcoholic beverages in accordance with Scouting America Policy.

EXPECTATIONS AROUND CAMP

- We expect all scouts to be well-behaved and to act in accordance with the Scout Oath and Law.
- All Scouts should have a buddy at all times. Many activities are group-based, and groups cannot leave somebody alone to 'catch up later.'
- We request that all participants wear scout-appropriate clothing. Troops are suggested to wear their spy themed clothing and accessories to have spirit although this is not required. 'Class A' Field Uniforms are preferred for opening and closing flags, as well as the Scouts Own Service.
- Troops should handle first-aid issues to the best of their abilities. In an emergency, one person on the scene should dial 911, and Camporee Staff should be notified immediately.
 - If troops do not have equipment for a medical issue, but it is not an emergency, notify Camp Staff, and we will do our best to get the necessary items.
- Moss Park has a 10:00 pm to 6:00 am guiet time enforced.

FACILITIES

- There are water spigots around camp that troops may use for water. Jugs are not provided.
- There are restrooms on site, with separate male and female areas.
- Troops are expected to bring trash bags and dump their trash in the bear-proof trash receptacles that are located under the sign of each group campsite (near the road). Moss Park staff will collect trash a couple times each day.
- All cars should be locked and secure in the designated parking area. Neither Scouting America, Moss Park, nor any camporee staff is liable for any lost, stolen, or damaged items.