

2025 Tussahaw Fall Camporee Leader's Guide



Pioneering
September 12-14, 2025

Nash Farms

Hosted by Troop 62

For additional information contact:

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Scoutmaster of Troop 62

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Register at <https://scoutingevent.com/095-97616>

Welcome to the Tussahaw Fall Camporee 2025! This year's theme is

Pioneering. Each of your Scouts has the potential to earn the Pioneering Merit Badge!

Directions to camp: The Fall Camporee will be held at Nash Farms skirmish site, located at 100 Babbs Mill Rd. Hampton. Follow the directions from Jonesboro Rd. to the camping area in the rear of Nash Farms. The site is directly across from the small pond.

Arrival: Upon arrival, Troops will make camp and cook their Friday night meals if they have not eaten prior to arrival. Throughout the Camporee, Troops are expected to use the Patrol Method. Patrols should sleep, cook, and eat as Patrols. Points will be added for Patrol Flags and Yells to the overall competition score (more on that to follow.)

RULES OF CAMP-O-REE

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 who do not conform to this spirit may be asked to leave. Bottom line: Respect others around you.

1. A registration fee will be charged to cover the cost of the Camporee supplies, patches, and prizes. The registration fee will be \$25.00 for each Scout & \$25.00 for each adult. To complete payment, please pay online through your registration, prior to the camporee or connect with Rob Hires or the District Director-Rebekah Florence, upon arrival, to pay.

Other information: **PRICING POLICIES:**

Early Bird (\$5 discount per participant - until 7/15/2025) and Late Fees (\$10 additional per participant - after 8/14/2025) apply.

CANCELATION:

More than 30 days, 100% refund.

30 days out, 50% refund or no fee applied.

2 weeks out, 0% refund.

2. Troops should arrive and depart in Field Uniform. The Scout Field Uniform is to be worn at Saturday evening campfire program and the Sunday morning flag and vespers service. Activity Wear (Class B) is appropriate for the remainder of the Camporee.
3. Campsites will be assigned at check-in. Please have a sign to post with your Troop Number on it. Troop campsites have no water, no tables, or other improvements, so troops should bring their own water supply and plan accordingly. (Porta Potties will be available for use)
4. The entrance gate will be open at 4 PM. Please do not arrive earlier than 4 PM. Scouts will be at the entrance to greet you and take the list of Scouts that have come.
5. There will be a Cracker Barrel for Scoutmasters & SPL/ASPL meeting Friday night at 8 pm, PLEASE have your Patrol Skit Scripts ready for approval. All Patrols and Troops are expected to participate in the campfire, and points will be awarded for participation. SPLs should provide a headcount of adults and youth at the Cracker Barrel: # adults, # Troop Scouts, # Arrow of Light Scouts. Please let us know at Cracker Barrel if you expect late arrivals.
6. There will be an assigned, designated parking area. Vehicles are not allowed to remain in the campsites. Troop gear may be dropped off. Troop trailers, however, may still be parked in each site. The vehicle pulling the Troop trailer may remain attached to the trailer in the campsite. If there is a requirement for handicap parking, please talk with either Rob Hires or Ray Lightner.
7. Troops must plan to remove all garbage from the camporee area. Please bring an adequate supply of trash bags. Carry it in, Carry it out. Do not burn trash!!!!!!!!!!!!!!!!!!!!!! Follow the "Leave No Trace" philosophy while camping.
8. Safety and fire protection are the responsibility of everyone at the camporee. Be very careful with fires, have fire buckets and firefighting tools available, and bring them with YOU. ALL FIRES MUST BE ABOVE GROUND! Digging fire pits is not permitted.
9. Each unit should have in public view both a first aid kit and a fire extinguisher in your site. Recommend a type "ABC" extinguisher.
10. DO NOT CUT or otherwise injure live trees while at the camporee. Bring your own firewood or find DEAD branches in the woods.
11. 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; however, it will be if tornadoes and/or Severe Thunderstorms and Lightning are present.

12. Because Scouts will be working hard on Saturday, Scouts must be in their tents by 11 pm on Friday night. NO campfire program on Friday Night. Please encourage the scouts to go to sleep as early as possible. On Saturday night, the campfire program will start at 7:30 PM.

13. Arrows of Light may attend and may camp overnight as the guest of a troop, or as an Arrows of Light Den. Arrows of Light leaders, please explain the many leadership positions in a Scout troop and assign positions to your scouts if you are coming as a Den. Arrow of Light dens that register as a unit and do not have a sponsoring Troop will be assigned a campsite. Arrow of Light Dens and Arrow of Light Scouts must have their own adult leadership! Adults cannot serve as a Scout BSA Leader and Arrow of Light Leader while at Camporee. All Arrow of Light Dens must adhere to the 2 Deep Leadership Rule (2, 21+ year old registered leaders with current Youth Protection Training)!

14. The Saturday night campfire is intended to be fun and entertaining. We encourage each Patrol of each troop to practice a skit prior to the campout. All skits must conform to Scouting standards and must be in good taste. Please plan to give your skit script on a piece of paper to the Scouts at the front gate upon arrival. Your SPL/ASPL will inform each patrol after the Friday night Cracker Barrel of changes to the Script if they are needed. Each Patrol should plan to have a skit for Saturday night.

15. Vespers Sunday Morning; Each troop's Chaplain Aide is requested to be at the Friday night SPL meeting for assignment of a portion of Sunday's Vesper Service.

16. There will be a first aid station at the camporee headquarters. We will have first responders on standby in case of any incidents. The closest hospital is Piedmont Henry Hospital, located at Eagles Landing Pkwy, Stockbridge, GA 30281

17. Lost Scouts! Notify the camp headquarters immediately. Upon notification of a lost Scout, an alert will be sent to the entire camp. Scoutmasters will immediately account for their Scouts and adults. Stand by for further instructions.

18. Lost and Found will be at the camp headquarters.

19. No alcohol is permitted

20. Smoking **is not** allowed on campsite grounds!

21. Each unit will be asked to have one or more of their leadership members help with various aspects of conducting the Camporee. (Exact functions TBD)

22. All units will complete the attached BSA Unit Roster and Talent Release Form and turn in at check-in.

22. As a reminder, please have a completed BSA Medical Form (Parts A and B) for each participant. (Including all adults. You will keep this with your unit, but it must readily available and easily accessible if an health situation arises)

Schedule:

Friday night

4:00-7:00 – Check-in

8:00 PM – Scoutmaster & SPL meeting/Cracker barrel (Chaplain Aide Meeting to follow)

11:00 PM – Lights out. (Quiet Hours)

Saturday

6:00 AM – Reveille, Patrol Breakfast cooking and clean up.

8:30 AM – Flagpole, Handout schedule, and rotation.

8:45 AM – Camporee Program Begins

11:15 AM – 1:15 PM – Lunch

1:15 PM – Adult Leadership Competition

1:15 – 2:20 PM – Camporee Program Continues

2:20 – 4:30 PM – Individual Projects / Camp Site Inspection Prep

5:30 PM – Dinner at campsite / Troop campsite inspection (Sunset at 5:30 PM)

6:00 PM – Dutch Oven Gathering for Adult Leadership

7:30 PM – Troops and Patrols to Campfire

9:00 PM – Camp-wide Game

11:00 PM - Lights out. (Quiet Hours)

NOTE: 1) Possible Scoutmaster/Asst. Scoutmaster Specific - time TBA

Sunday

7:00 - Breakfast (something quick and easy), begin packing up.

8:30 - Flags/awards/vespers.

Note: Campsite cleanup, notify staff to come and inspect the campsite before you leave

10:30- all troops must be out of camp

Pioneering Program: The intent of the camporee is for all Scout participants to earn the Pioneering Merit Badge. The final decision on whether a Scout has earned the merit badge is at the discretion of the Troop Leadership. The requirements for the merit badge are found at the end of this leader's guide.

The District will possibly NOT hold Scoutmaster/Asst Scoutmaster Training during the camporee.

Troop Leaders, to help the Scouts prepare for the camporee, it is recommended that you go over the following requirements for the Pioneering Merit Badge:

- Requirement #2a-2c. Review all knots and lashings to include whipping and fusing.
- Requirement #9: Have each Scout participating in Camporee build a trestle prior to arrival. Go over why trestles are used when constructing pioneering projects.

As part of the Saturday schedule, the Troops will teach and lead their Scouts in building their Pioneering Projects throughout the day.

Saturday evening, there will be an Adult Leader Dutch Oven Gathering (DOG.) Dishes will be at the discretion of the Scoutmasters, but each Troop will provide an entrée and a dessert. Troop can either leave an adult at their Troop campsite or leave their SPL in charge.

Campsite Inspection: Campsite inspections will take place at 4:30 PM, giving Troops time to complete Pioneering Projects. For more information on the campsite inspections, see the scoring guide. The pioneering projects are integrated into the campsite inspection.

We will be selecting volunteers to inspect campsites for this competition.

Adult Competition will include the following pioneering events:

- Tripod Lashing Chair
- Eight Knot Challenge (attached to the end of the leader guide)

The Overall Winner of the Camporee will be determined by Campsite Scoring, Event Scoring, and Participation Scoring. The Winning Troop will be announced at the Sunday morning closing ceremony. The winner of the Camporee gets bragging rights only. The winner WILL NOT host the next camporee.

PIONEERING CAMPSITE INSPECTION

SCORE _____

Judge _____

Troop _____

General

Gate _____ of 10

Flags

US Flag _____ of 20

Troop Flag _____ of 20

Patrol Flags _____ of 10

Wow us – gateway points awarded based on complexity and lashings used; be original.

Tents

Tents properly erected _____ of 10

Tents by patrol _____ of 10

Sleeping bag neatly arranged _____ of 10

Campsite

First Aid Kit Visible _____ of 20

Safe fire area _____ of 10

Clean and in order _____ of 10

Fire Extinguisher _____ of 10

Fire tools _____ of 10

Cooking and Eating Area

Dining Fly _____ of 10

Cooking equip. off ground _____ of 20

Clean cooking area _____ of 25

Drinking water storage _____ of 10

Separate patrol eating areas _____ of 10

Fire buckets in cooking area _____ of 10

Clean patrol eating area _____ of 15

Trash bags _____ of 10

Posted Duty Roster _____ of 10

Posted menus _____ of 10

TOTAL SCORE _____

Deductions

Vehicles left in camp _____ (-20)

(does not include camp trailer & vehicle attached to the trailer)

Fire left unattended _____ (-20)

Safety violations _____ (-10) example: No axe yard, youth playing with knives, etc.

Gadgets:

- more points based on the use of pioneering skills (knots and lashings) for the above items.

For example: dish drying rack lashed together, dining fly using tarps, poles, and knots.

Points awarded for # of gadgets/projects vs. # of gadgets/projects completed.

Campsite SCORE _____

TROOP _____ ROSTER
(TO BE TURNED IN UPON CHECK-IN / CRACKER BARREL)

LEADERS

NAME	POSITION	E-MAIL	PHONE
	Scout Master		
	SPL		

PATROL NAME

NAME	RANK	E-MAIL	PARENT'S PHONE

TROOP _____

PATROL NAME

NAME	RANK	E-MAIL	PARENT'S PHONE

PATROL NAME

NAME	RANK	E-MAIL	PARENT'S PHONE

Pioneering Merit Badge Requirements

The previous version of the Merit Badge requirements can be found in Scoutbook

1. Do the following:

(a) Explain to your counselor the most likely hazards you might encounter while participating in pioneering activities and what you should do to anticipate, help prevent, mitigate, and respond to these hazards.

(b) Discuss the prevention of, and first-aid treatment for, injuries and conditions that could occur while working on pioneering projects, including rope splinters, rope burns, cuts, scratches, insect bites and stings, hypothermia, dehydration, heat exhaustion, heatstroke, sunburn, and falls.

2. Do the following:

(a) Demonstrate the West Country method of whipping a rope.

(b) Demonstrate how to tie a rope tackle and the following knots: clove hitch formed as two half hitches, clove hitch on a bight, butterfly knot, roundturn with two half hitches, and rolling hitch.

(c) Demonstrate and explain when to use the following lashings: square, diagonal, round, shear, tripod, and floor lashing.

3. Do the following:

(a) Using square and tripod lashings from requirement 2c, build a Tripod Wash Station (or with your counselor's permission, another camp gadget of your own design).

(b) Using rolling hitches or roundturns with two half hitches, and round lashings from requirements 2b and 2c, build a 15-foot Scout Stave Flagpole (or with your counselor's permission, another camp gadget of your own design).

(c) Using shear, square, and floor lashings, clove hitches on a bight, and rope tackles from requirements 2b and 2c, build a Simple Camp Table (or with your counselor's permission, another camp gadget of your own design).

4. Explain the differences between synthetic ropes and natural-fiber ropes. Discuss which types of rope are suitable for pioneering work and why. Include the following in your discussion: breaking strength, safe working loads, and the care and storage of rope.

5. Explain the uses for the back splice, eye splice, and short splice. View a demonstration on forming each splice.

6. Using a rope-making device or machine, make a rope at least 6 feet long consisting of three strands, each having three yarns. Whip the ends.

7. Explain the importance of effectively anchoring a pioneering project. Describe to your counselor the 3-2-1 anchoring system and the log-and-stake anchoring system.

8. Describe the lashings that are used when building a trestle, how the poles are positioned, and how X braces contribute to the overall structural integrity of a pioneering project.

All pioneering projects constructed for this merit badge must comply with height standards as outlined in the Guide to Safe Scouting.

Note to the Counselor: Counselors should also ensure that Scouts follow the Leave No Trace Seven Principles and the Outdoor Code in their pioneering projects. Just as hiking and camping without a trace are signs of expert outdoorsmanship, protecting the environment is a mark of responsible pioneering. Minimize impacts to the land.

9. Working in a group, (or individually with the help of your counselor) build a full size pioneering structure, using one of the following designs in this merit badge pamphlet:

Double A-Frame Monkey Bridge

Single A-Frame Bridge

Single Trestle Bridge

Single Lock Bridge

4x4 Square Climbing Tower

Four Flag Gateway Tower

Double Tripod Chippewa Kitchen

Another type of structure approved in advance by your counselor

Carefully plan the project, assembling and organizing all the materials, referring to the points under Safe Pioneering, and complying with the height restrictions in the Guide to Safe Scouting.

Unit Leadership: (section work in progress)

Things to do in advance:

- 1) Teach knots and lashings along with whipping and fusing.
- 2) Have each Scout build a trestle.

- We will do requirement three (Rope Throwing) and requirement six (Block and Tackle) during lunch to give more time during rotations and time for project building. A few volunteers will be necessary to man these stations (older Scouts who have already earned the MB would be ideal).

- We will teach and have them practice knots and lashings during the rotations. The Scouts must then demonstrate them to their Troop Leadership. My guess is that they will need more practice before demonstrating.

- I will distribute the final Campsite Inspection Checklist prior to camporee.

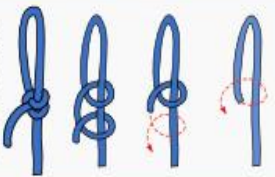
- I'll know more about the rotation schedule once we have sign-ups completed. Here's the intent:

- Rope Making Demonstration just after the Opening Flag Ceremony
- 30 Minute Rotations starting at 9 AM
- Two-hour lunch
- Stations include:
 - #1a and 1b: Medical
 - #4: Types of Ropes, etc.
 - #5: Splicing
 - #6: Roping Making (we should have three roping making devices)
 - #2a: Whipping and Fusing
 - #2b: Knots (Split each group with two instructors for more individual attention)
 - #2c: Lashings (Split each group with two instructors for more individual attention)
- Outside of Rotation Schedule:
 - #3: Rope Throwing – during lunch as individuals
 - #8: Block and Tackle – during lunch as individuals
 - #7: Anchoring a pioneering project (led by Troop leadership in campsite)
 - #9: Trestle – have Scouts make and bring to camporee
 - #10 Project – start at home and finish at camp (show to Troop Leadership)

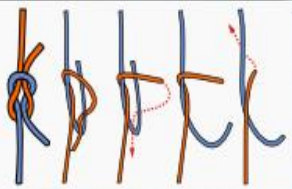
Eight Knot Contest

*This is a race against time
can be an individual or
Patrol contest.*

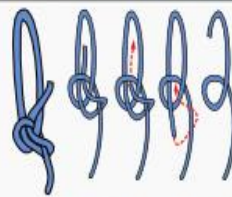
**TWO HALF
HITCHES**



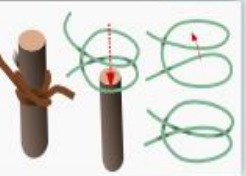
SQUARE KNOT



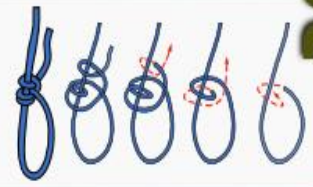
BOWLINE



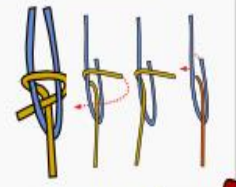
CLOVE HITCH



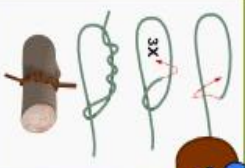
**TAUTLINE
HITCH**



SHEET BEND



TIMBER HITCH



SHEEP SHANK



To hold the contest you'll need four ropes of equal diameter, three six foot long, one twelve feet long. A two foot long log about six inches in diameter, and two trees 12-16 feet apart. The contest begins with all the ropes and the log laid out, untied, on the ground, and ends when the knots are all tied and the log is suspended off the ground.

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UNIT ROSTER & TALENT RELEASE

Date of Arrival _____ # of Youth _____ # of Adults _____
 Unit Type: Pack or Troop Unit # _____ Council _____

I hereby assign and grant the Boy Scouts of America-Flint River Council the right and permission to use and publish photographs/video/electronic representations and/or sound recordings made during my visit to Gerald I Lawhorn Scouting Base and/or the Council/District Level Scouting Event I am participating in and I hereby release the Boy Scouts of America-Flint River Council of any and all liability from such publication and waive any right to any compensation I may have for any of the foregoing.

Main Unit Contact Information:

Name: _____ Phone(____) _____ Email: _____

A or Y	Complete Name	Emergency Phone #	DOB MM/DD/YY	Parent/ Adult Signature