



2026

Scout Camporee

Leader's Guide

Aloha Council, Boy Scouts of America

Maui Nui District

200 Liholiho Street

Wailuku, Maui, HI 96793

(808) 244-3724

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Camporee Volunteers

The success of this Camporee will be a direct result of the time and energy provided by the youth and adult volunteers. Without these invaluable contributions, the following planned Camporee activities could not be accomplished. Volunteers will need to complete the BSA Medical Release Form, Parts A and B.

Position	Name
Camporee Director	Ken Esclito
Staff Adviser/District Executive	Hannah Bouslough/Lokahi Molale
District Chairperson	Glen Kitagawa
District Commissioner	Ken Esclito
District Camping Chair	TBD
District Program Chair	Matt Snyder
District Facilities Chair	Declan McCarthy
First Aid / Medical Officer	Austin Koch
Timers and Judges	
Unit Coordinator	
Camporee Photographer	
Registration	Ellie Leialoha

Camporee Introduction

The Boy Scout Camporee is a Game with Purpose! It is an event that will help you gauge the quality of your unit's overall program. Through earning points for the Troop based on a National Standard on uniforms, participation, and Scout Spirit. It also provides an opportunity for scout patrols of up to 8 scouts, to show their stuff, by participating in several patrol skill competitions, based on the trail to First Class.

Arrow of Light Scouts, who may not have moved up to troop yet, are invited to attend the annual Camporee as guests of a Scouts BSA troop on Saturday to observe and cheer on the older scouts as they compete in the various competitions. This is a time for the Arrow of Light scouts to become familiar with the older scout program, make new friends, and gain experience as they observe how the Troop "works". The Arrow Light Scouts will arrive Saturday morning to attend the Opening ceremony and may stay the whole day till the awards ceremony. They will have lunch with a host troop.

Where: Camp Maluhia

When: March 28-29, 2026 (Saturday – Sunday)

Scouts BSA fee: \$20 per youth/\$5 per adult participant fee

Arrow of Light Scouts: \$5 per youth/\$0 per adult participant fee

All attendees, must be registered online and paid in full by March 21, 2026

No Refunds, only Transfers for this event

No money or late registrations will be accepted at the Camporee.

Registration

Registration must be completed and submitted by the Scoutmaster or designated adult leader for the troop. Registration will be done here: <https://scoutingevent.com/104-112536>

Register scouts with buddy system in mind and 2-deep leadership. While there is not maximum number of patrols a unit can register – each patrol should have a minimum of (5) scouts to compete in the patrol competitions. Registration will be on a first-come, first-serve basis.

Required Forms and Documentation

Please provide the following information to all the families & parents of all scouts and all adults planning to attend.

BSA Annual Health and Medical Record Form – Part A & B1/B2 This is mandatory and must be brought with each camper; these forms do NOT require a physician's signature. By national policy, we CANNOT accept these forms electronically. If you arrive at camp

without these forms, you will be sent home. Please double and triple-check that you have your forms before leaving for camp. **You will not receive a refund.**

Each Troop attending the Camporee, must have in their possession every participant's Health form parts A, B1/B2 and review the following:

BSA Health Form Parts A, B1/B2 with parent signatures

- Reviewing the person's allergies listed on the health form
- Review and check-in medications listed on his health form. Emergency medications that need to be kept on the person, will remain with the person or the leader, depending on preference.
- Reviewing the person's restricted activities listed on the health form and Participation Consent Form

Please double and triple-check that you have your forms before leaving for camp. Electronic PDF files of the forms are available on our website.

Scouter Code of Conduct: Each registered leader at the event needs to fill out the form and turn in at check in. FORM: <https://www.scoutinghawaii.org/wp-content/uploads/2025/01/ac-scouters-code-of-conduct1.pdf>

Check-In Procedure

1. Upon arrival at the Camporee on Saturday afternoon 1pm, March 28th, Troops will report to Registration Tent at the entrance of camp for check-in and campsite location. A Troop leader will provide the Camporee registration table with the following paperwork to complete the registration process:
 - Troop roster, listing all Leaders and Scouts attending
 - BSA Annual health forms to include parts A, B1 and B2
2. Upon arrival, all Troops will be guided to their campsite by Camporee Staff personnel.
3. Upon arrival at the campsite, Troops will unload quickly and remove vehicles to the designated parking areas. **No vehicles (or trailers) may be left in the campsite.**

What To Bring

Water Bottle
Field Uniform
Activity Uniform
Covered Shoes
Patrol Provided Equipment for Competitions
2 Volunteers to Help Staff Camporee
Overnight Camping Supplies (stove, cooking utensils &, etc.)

Other items to bring (suggested and not limited to):

Troop Flag (scoutmaster)
Patrol Flag
Sunscreen (optional but highly suggested due to location)
Hat (optional but highly suggested due to location)
Bug Spray (optional)
Rain Gear (jacket or poncho - optional)

Check-out Process

Troops will be allowed to leave after their Camp Site breakdown is completed & passes inspection. Pick up of medical forms by designated leader at main tent will be allowed after site inspection is completed.

General Safety Information

Supervision and Youth Protection

The Aloha Council, Maui Nui District, and Scouting America require all adult leaders be compliant and current with Safeguarding Youth Training. We also recommend that the (acting) Senior Patrol Leader for each troop also have Safeguarding Youth Training. Training is done at my.scouting.org

At all times at the Camporee and while traveling to and from the Camporee, troops should follow the Safeguarding Youth Training Guidelines set forth by Scouting America. For more information about Scouting America Safeguarding Youth Training Guidelines, please go to <https://www.scouting.org/training/youth-protection/> or contact your Boy Scout Council for assistance.

Please remember that the number one priority of Scouting America, Aloha Council, and the Camporee Staff is that youth are protected from harm and abuse. In Scouting we use the term, "Safe Haven" to describe the environment Scouting should provide. Please be sure all adults and youth attending this event understand the Youth Protection Guidelines. We recommend troops and parents view the Boy Scout-age youth protection awareness video, A Time to Tell, for boys 11-13 and Personal Safety Awareness, for youth ages 14-17, and hold a discussion, prior to attending.

Youth Protection Guidelines Specific to Camporee

1. Two Scouts BSA adults registered to Unit must be in the camp at all times. If two adults are not available, no less than one adult and two youth can be left alone.
2. Adults and youths, men and women privacy are and must be respected at all times.
3. Youth must always use the buddy system when around the Camporee.
4. The location of Scouts should be monitored throughout the day (periodically).
5. Any Scout or adult who displays or is suspected of unsafe or threatening behavior (words, actions, or otherwise) should be discreetly removed from the situation, and immediately reported to the Camporee Chairman.
6. ALL LEADERS AND CAMP STAFF ARE MANDATORY REPORTERS OF CHILD ABUSE. As such, when a situation of abuse or suspected abuse is reported or witnessed, the leader or staff member MUST report it to the Camporee Chairman or Camp Ranger. When the report is made to the Camporee Chairman, he/she next reports it to the Scout Executive and then to the Maui County Police Department and CPS, when applicable.

Contacts for suspected, reported or witnessed abuse:

1. Report all incidents or suspicions to the Scout Executive, immediately at number listed below and to the on-site Camporee Chair.
2. Maui Police Department: Dial 911 or (808)244-6400
3. Maui Child Welfare Services: 1-800-494-3991

Emergency Call List

NAME	PHONE	TITLE	ADDITIONAL INFO
Matt Snyder	(808) 276-9996	Program Chair	Medical
Leif Adachi	(808) 268-1780	Camp Ranger	Medical
Ken Esclito	(808) 757-0320	Camporee Director	
Austin Koch	(319) 359-0260	Camp Medic	Medical
Blake Parsons	(808) 738-6326	Aloha Council, CEO	Scout Executive
Wailuku Fire Department; Attn: EMS 21 Kinipopo Street; Wailuku, 96793 (911)		Maui Police Department 55 Mahalani Street Wailuku, Hawaii, 96793 (808) 244-6400	
Maui Memorial Medical Center; Attn: Emergency Department 221 Mahalani Street; Wailuku, 96793 (808) 242-2343			

General Rules

1. All rulings by Judges are final and can only be overruled by an appeal to the Camporee Chair.
2. Rulings may be appealed to the Camporee Chair only by the Senior Patrol Leader. No appeals will be accepted from any adult leaders.
3. All patrols must participate in all 5 patrol competitions to place in any event. Failure to comply will result in disqualification in any competition they may have entered.
4. All Individual Competitions, Scouts may be allowed 1 additional attempt time permitting.
5. All Campsites must remain set-up until the Camporee Events/Competitions are over. Early breakdown, without permission from the Camporee Chair will result in penalties being applied to your Troop score.

Schedule

Saturday 03-28-26

11:00 AM – 12:00 PM	Staff Set-up
2:00 PM – 4:00 PM	Troop check-in and Uniform inspection (main tent)
	Campsite set up
4:00 PM	Mandatory Scoutmaster meeting RE: Chili cook off (Long House)
6:00 PM	Dinner & Clean up
	Troop Activity
8:00 PM	Welcome and Campfire program (tbd)
9:00 PM	SPL/Adult Leaders Meeting (main tent)
10:00 PM	Taps/Lights out

Sunday 03-29-26

6:00 AM	Reveille
6:00 AM - 7:30 AM	Breakfast
	Sample breakfast to Judges no later than 7:00 AM
	Clean-up completed
7:30 AM	Judge and Timer's meeting
7:30 AM	Arrow of Light Scouts and leaders arrival
7:45 AM – 8:00 AM	Flag Ceremony/Call to Colors
8:15 AM – 10:45 AM	Free rotation Patrol Competitions / Free rotation Individual Competitions
11:00 AM	Chili Cook Off entries due (Long House)
11:00 AM – 12:30 PM	Camp Inspections and Lunch (Lunch: 11:15 AM – 12:15 PM)
12:30 PM – 2:00 PM	Free rotation Patrol Competitions / Free rotation Individual Competitions
2:15 PM – 3:45 PM	Clean Up and Camp breakdown
4:00 PM – 4:30 PM	Awards, Closing, & Departure

Events & Competitions:

The Troops are scored against a National Standard and not judged against other units. The troop awards are not a competition. Refer to the score sheets for more detail. Awards that can be earned include: Presidents, Proficient, Standard and Camporee.

The Troop events that are scored include the Uniform Inspection, Scoutmaster Chili entry, Breakfast entry, Campsite inspection, and Scout Spirit and awards will be determined by their cumulative scores. Extra points can be earned by tarp tenting and building pioneering projects for the troop's campsite.

Scoutmaster Chili Entry a pot of Chili to be cooked at camp and turned in at the Camporee HQ by 11AM Sunday.

The Camp set-up score will be based on how much the adult leaders and parents are NOT involved – This should be a boy-run activity! The less adult involvement observed, the better the score. See the attached score sheet for details.

Breakfast to be cooked and served to judges by 7am on Sunday morning at Camporee HQ. Only one plate of food is required per Troop. Meal needs to be a well-balanced, complete meal covering the 4 basic food groups (protein, fruits/vegetables, bread/cereal, dairy), a drink and utensils. Breakfast scored on the Camporee Troop score sheet.

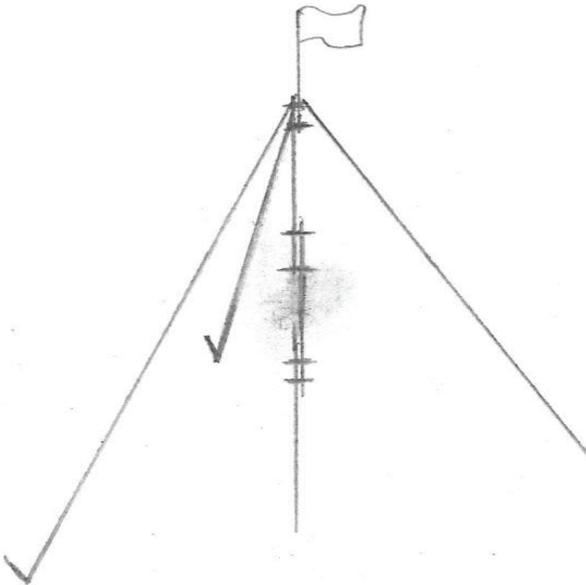
Scout Spirit is based upon your Troops' overall cooperation, participation, and behavior from check-in through breakdown. This is an arbitrary score, the more your Troop cheers for everyone helps others who are struggling, and exhibits Scout Brotherhood, the better your score. The observations of all the Camporee Staff will be used to determine your score.

There are 5 Patrol competitions. Every patrol from each Troop in attendance must compete in all of the Patrol competitions. To win any competition, they have to try all events. All Scouts in each patrol are encouraged to participate in the Patrol competitions.

There will be 3 placings for all Patrol & Individual competitions, 1st, 2nd & 3rd place.

Flag Pole Raising

The object of this event is for a Patrol of 6 to 8 scouts (no more than 8) to assemble a 4 piece flag pole with 3 guy lines and raise vertical without touching the pole with your hands during the raising process, the fastest.



Directions: Patrol places all of their equipment in a pile 20 feet from the starting line. Patrol stands at the starting line. After the Judge says GO, the Patrol races forward to equipment. They lash the three 10-foot spars and the patrol flag together using 6 round lashings, attach the 3 guy ropes to the pole and place 3 wooden stakes at least 10 feet from the base of the pole. When ready, the patrol raises the flagpole using only the 3 guy ropes and a foot holding the base of the pole at its base. The Patrol leader gives directions to make the pole as straight as possible before tying the guy ropes to the stakes with a taut line hitch. When the Patrol Leader is satisfied, he orders his patrol to sit and hands off equipment. When the Judge sees all patrol members seated and hands off equipment, time is stopped.

1st Place:

Fastest time (tie breaker determined by straightest with least penalties)

Patrol Provided Equipment:

3 each 10ft x 1 inch (2 inch maximum)
wooden spars
1 each patrol flag attached to a

6 to 8ft pole
3 each 6" wooden stakes
6 each lashing ropes
3 each at least 30ft guy ropes
1 each rubber mallet

Rule

1. All round lashes must have at least 8 wraps
2. All guy ropes attach to pole using a two half hitch and to the stake with a taut line
3. All stakes are checked by Judge before start for length & are buried 4 inch deep.
4. All stakes must be at least 10ft from base of pole
5. All incorrect knots, lashings & stakes are assessed a 30 second penalty
6. 3 penalty maximum, 4th penalty = disqualification

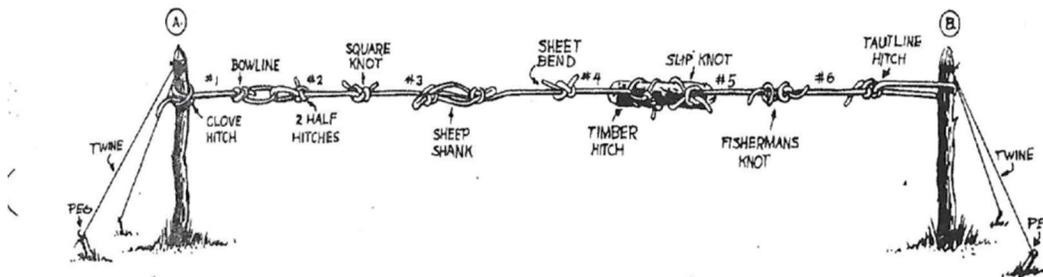
Knot Tying Relay

Drive two stakes into the ground about 30 feet apart. If played indoors, two heavy chairs can serve as stakes.

Run like any relay. Scout No. 1 ties rope to stake with clove hitch and ties bowline in other end. No. 2. ties a rope to bowline with two half-hitches. No. 3 ties on the third rope with a square knot. No. 4 uses a sheet bend to tie third and fourth ropes together (the sheepshank comes later). Scout No. 5 ties the fourth rope to a log on the ground with a

timber hitch. Scout No. 6 ties the fifth rope to the other end of the log with a slip knot. Scout No. 7 ties the fifth and sixth ropes together with a fisherman's knot, Scout No. 8 ties the sixth rope to the other stake using taut-line hitch, leaving it loose. The patrol leader then shortens the third rope with a sheepshank. Finally, the log is lifted off the ground by working the taut-line hitch.

KNOT-TYING RELAY



Rules:

1. Log must be at least 12 inches off the ground
2. 30 second penalty added for each incorrect knot and log not 12" off ground
3. 3 penalty maximum, 4 th penalty = disqualification

Provided by Camporee

End posts, pegs, guy lines and log

Patrol Provided Equipment:

6 each 7 to 8 ft ropes provided by Patrol



Compass Course Instructions

Your patrol will navigate a **10-point compass course** using only a compass and coordinates. Work together and record the keyword found at each location.

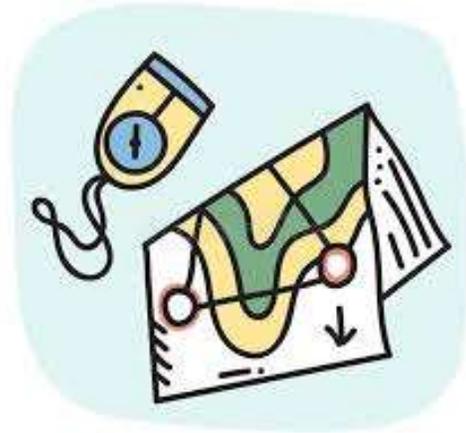
Equipment

Provided by Camporee Staff:

- Spot marker (index card with reflective tape)
- Each marker contains:
 - The **next set of coordinates**
 - A **keyword** to record

Patrol Must Provide:

- Compass
- Notepad
- Writing instrument



Objective

Navigate to all **10 locations** in order. At each location you will:

1. Find the marker.
2. Record the **keyword** in your notepad.
3. Use the **coordinates on the card** to navigate to the next location.

Course Instructions

1. Begin at the **starting point** provided by the station leader.
2. Use your compass and the coordinates given to travel to the **first location**.
3. At each marker:
 - a. Confirm the marker number/location.
 - b. Write down the **keyword** on your notepad.
 - c. Read the **next set of coordinates** on the card.
4. Continue until you locate **all 10 markers**.
5. Return to the station leader when finished with your **completed keyword list**.

Rules

- Patrols must stay **together at all times**.
- Use **only a compass for navigation** (no GPS or phones).
- Do **not move or remove markers**.
- If a marker cannot be found after several minutes, return to the station leader for assistance.

Tip

Take your time to set your bearing correctly. A small error at the start can lead you far off course.



First Aid Relay

Objective

Patrols demonstrate **first aid knowledge and teamwork** by assessing injuries, properly bandaging the victim, and safely transporting them through a relay course.

Scenario

The victim will be marked with colored tape to indicate injuries.

- **Blue Tape:** Breaks or sprains
- **Red Tape:** Cuts or bleeding wounds

Possible injuries include:

- Sprained ankle
- Broken forearm
- Broken lower leg
- Dislocated shoulder
- Cut on hand
- Cut on head

⚠ Injury locations may vary between patrols (ex: left hand for one patrol, right hand for another).

Course Setup

Two cones placed **15 feet apart**.

- Victim begins near the **second cone**.
- Patrol begins at the **starting cone**.

Event Procedure

1. Patrol stands behind the **starting cone**.
2. Time starts when the judge says **"GO."**
3. Patrol runs to the victim and:
 - Assesses injuries
 - Applies correct first aid treatment and bandages

Treatment Requirements

- **Cuts/Bleeding:** Gauze must be placed under bandage.
- **Breaks/Sprains:** Must be properly splinted.
- Bandages must be **folded, rolled, tied properly, and loose ends tucked in**.

Victim Transport

After treatment, the patrol transports the victim using the following sequence:

1. **Single Scout Carry**
Fireman carry or over-the-shoulder carry back to the **starting cone**.
2. **Two-Scout Carry**
Two-man carry or four-hand seat carry back to the **second cone**.
3. **Stretcher Carry**
Victim placed on **patrol-made stretcher** and carried by four scouts back to the **starting cone**. Stretcher is placed on the ground.

Time

Time stops when:

- The stretcher is on the ground
- All hands are off the victim
- The **Patrol Leader calls "TIME."**

The judge will then inspect all bandages.

⚠ Bandages may not be removed until the judge allows it.

Equipment

Provided by Patrol

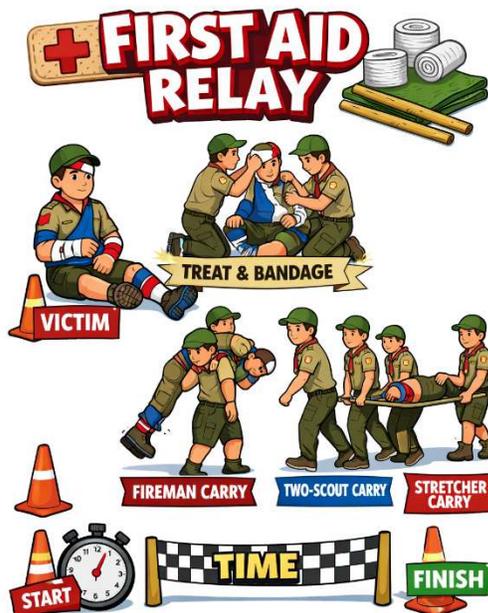
- 12 triangle bandages
- 2 – 2"x2" gauze pads
- 1 tarp
- 2 poles (6 ft)

Provided by Camporee

- Colored injury marking tape
- 2 cones

Rules

1. All bandages tied using a **square knot**.
2. Slings must include an **overhand knot at the elbow**.
3. **30-second penalty** for each incorrect bandage.
4. If the victim is **dropped or touches the ground during a carry**, the patrol is **disqualified**.



Patrol Water Boiling Competition

The Object of this event is for a Patrol, to light a fire, in a metal drum (provided by Camporee) using an official BSA Hot Spark. Then place a tin can over flame via lashed tri pod

How to:

The Patrol places all their gear by the fire drum. When the Judge says begin, the time starts. The patrol places a fire starter in the drum and lights fire using an official BSA Hot Spark, then builds up the fire for cooking using only clean, dry, accelerant free wood. When ready, place the tin can over fire.

Water temp will be determined by judges infrared thermometer when water reaches 212°F

The winner is determined by the fastest time.

Equipment Provided by Patrol

- All starter and fuel for fire
- 3 poles 10'
- Lashing rope and rope to hang can
- Official BSA Hot Spark

Provided by Camporee

- Cooking drum and Fireproof pallet
- Fire extinguisher (for safety)
- Can
- Water



Rules:

1. 15 - minute time limit
2. Wood must be clean and dry. No accelerants like alcohol, kerosene, gas, etc. If your fuel has an odor or creates a flame with purple and green colors, your fuel will be inspected and the patrol may be disqualified. Dryer lint is not allowed.
3. Only official BSA Hot Sparks may be used.

INDIVIDUAL EVENTS

This timed individual event tests a Scout's skill in tying standard Scout knots. The fastest correct time wins in each division.

Individual Knot Tying

Divisions

Division A: Scout, Tenderfoot, Second Class

Division B: First Class, Star, Life, Eagle

Knots Required

Division A: Square Knot, Sheet Bend, Bowline, Two Half hitches, and Clove Hitch

Division B: Square Knot, Sheet Bend, Bowline, Two Half hitches, Clove Hitch, Taut-Line Hitch, Timber Hitch, Girth Hitch, and Sheep Shank

Equipment

Scout/Troop Provides: 5 or 9 ropes ($\frac{1}{4}$ inch diameter, max 40 inches long)

Camporee Provides: Staff (~6 ft), Judge/Timer with stopwatch

Procedure

1. Ropes are hung evenly across the staff.
2. Scout stands at-ease facing the staff (hands behind back).
3. At the signal, Scout ties the required knots in any order.
4. When finished, Scout raises hands and steps back to the at-ease position.
5. Judge records time and inspects knots.

Rules

- Knots must begin from the far-left end of the staff.
- All knots must be correct to qualify.
- Knots should not unravel when gently pulled.
- **No coaching once time begins.**

Qualifying Time

- Division A: 1 minute
- Division B: 2 minutes

Scoring

All Scouts may participate. The top 3 fastest correct times in each division will be recognized at the awards ceremony.

(continued):

Individual Hot Spark

This event tests a Scout's ability to quickly start and maintain a fire using a BSA Hot Spark.

Objective

Light a fire using a BSA Hot Spark and burn through a string tied 6–7 inches above the fire drum. Time stops when the string burns and breaks. The Scout must then extinguish the fire without using water.

Equipment

Scout Provides: Official BSA Hot Spark and natural tinder/fuel

Camporee Provides: Fire drum, fireproof pallet, fire extinguisher

Acceptable Materials

Clean, dry natural materials such as char cloth, fern, coconut frond shield, or coconut husk.

Prohibited Materials

No accelerants (gasoline, alcohol, kerosene, etc.), dryer lint, steel wool, or other man-made materials.

Additional Limits

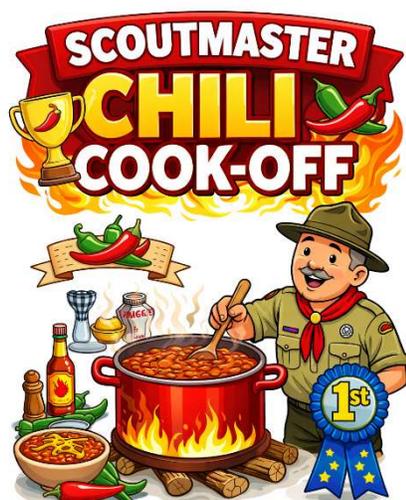
Tinder may not exceed the volume of two closed hands (about the size of a large softball). Only official BSA Hot Sparks may be used.

Procedure

1. Scout places materials beside the fire drum.
2. When ready, Scout holds the Hot Spark over the tinder.
3. Judge signals start and Scout begins striking sparks.
4. Once flame is established, Scout calls "TIME."
5. Scout must maintain the fire for one minute.

Scoring

10-minute maximum time limit. Recorded time includes time to create flame plus the one-minute fire maintenance period. The top 3 fastest times will be recognized at the awards ceremony.



Description:

Traditional chili for this competition is defined as any kind of meat or combination of meats, cooked with chili peppers, spices and other ingredients. This competition requires that chili be cooked from scratch on-site, with no beans, pasta, rice, or fillers allowed. Meat cannot be pre-cooked, and all ingredients must be combined in the open.

Competition Rules and Guidelines:

- No beans or fillers: ie: macaroni, rice, crackers, etc.
 - On-site cooking: all chili must be prepared and cooked from scratch on-site the day of the event.
 - No pre-cooked meat: raw meat must be cooked at the event and cannot be pre-cooked, treated, or marinated beforehand.
 - No garnishes: ingredients must be mixed throughout, not placed on top.
- One entry per troop: the Scoutmaster is responsible for one pot of chili to be judged.
 - Ingredient sources: ingredients must be sourced for a licensed, commercial, or retail supplier.

Preparation and Hygiene:

- Sanitation: cooking must be done in a sanitary manner using the cooksheds at your campsite.
- Cooking equipment: supply your own cooking equipment, fuel and ingredients.
- Serving size/Quantity: one bowl of chili per judge shall be turned in for judging.

Judging criteria:

- Color: chili should look appetizing.
- Aroma: chili should smell appetizing.
- Consistency: chili should be a smooth combination of meat and sauce.
- Taste: chili should taste good.
- Aftertaste: chili should leave a pleasant taste after swallowing.
- Blind judging: each entry is assigned a number to ensure unbiased scoring/judging.

These rules ensure fairness and adhere to the new traditional definition of Maui Nui District Camporee Chili Cookoff.

Mandatory cooks meeting:

Scoutmasters will meet at 4:00pm at the Longhouse on Saturday

Turn-in time:

Deadline to turn in your chili will be 11:00am on Sunday

Campsite Inspection Sheet

Inspections will be conducted after 12:00pm on Sunday. Please plan accordingly for the highest possible score.

Troop#: _____ (Score from 1 to 10. A score of 1 being poor and 10 being excellent).

Campsite Inspection	Possible	Score
Perimeter of campsite is fenced and well-marked	10	
Gateway to mark campsite entrance	10	
Troop area free of debris and trash	10	
All troop gear is stored	10	
All personal gear is stored	10	
Patrol duty roster posted in visible location	10	
Patrol menu posted in visible location	10	
Camporee schedule posted in visible location	10	
Firefighting system located at tentage and cooking area	10	
Patrol flag displayed or in use	10	
American and Troop flags properly displayed	10	
Patrol box is clean and in order	10	
Overall cleanliness of campsite	10	
"No flame in tents" posted on each tent and shelter	10	
Separate covered cooking and dining areas	10	
Adult area clearly marked	10	
Trash is stored away from cooking and dining areas	10	
Raw food is properly stored	10	
Axe yard fenced and marked	10	
Fuels are safely stored	10	
Total possible points:	200	
Bonus Points	Possible	Score
Five points for each Pioneering project (Max 5 scored)	25	
Tarp tentage (non-commercial tents)	50	
Total possible points with bonus:	275	

Breakfast Entry Scoresheet

Breakfast entry must be presented to the Main tent by 7:00 AM for the judges.

5 points deducted per minute for late entry.

Troop#: _____ (Score from 1 to 10. A score of 1 being poor and 10 being excellent).

Breakfast	Possible	Score
Meal is well balanced covering the 4 basic food groups	10	
Presentation and plating of food is visually appealing	10	
Drink provided	10	
Utensils provided	10	
Presented on time	10	
Total possible points:	50	
Bonus Points	Possible	Score
Mystery ingredient included in meal creatively	10	
Deduction Points – late submission	Possible	Score
(-5 points for every minute submission is late)		
Total points		

NOTES:

Questions for judges:

1. Does breakfast include the 4 major food groups? Ie. Protein, fruits/vegetables, break/cereal, and dairy.
2. Was the breakfast plated cleanly and visually appealing?
3. Was the breakfast presented politely and respectfully? Did the scouts making the presentation introduce themselves and explain what they are presenting? Did they make eye contact?
4. Was a drink and utensils provided?
5. Was the meal presented on time? If not, deduct 5 points for every minute late rounding up to the next minute.

Camporee Troop Score Sheet

Troop _____ Point Total _____ Troop Award _____

Check-In	POINTS	NOTES
UNIFORM INSPECTION*		
CAMPSITE INSPECTION*		
CAMPSITE BONUS POINTS*		
SCOUT SPIRIT+		
BREAKFAST (50 pts)		
TOTAL SCORE:		

***Enter points from Inspection worksheets**

+Scout Spirit scoring criteria:

Patrol carried Patrol Flags (100pts) Score _____

Patrol did all 5 competitions (100pts) Score _____

Notes:

President's Award: 651 to 725 points

Proficient Award: 450 to 650 points

Standard Award: 301 to 449 points

Camporee Award: 0 to 300 points

General Information

- Dates:** March 28-29 2026
- Check-in:** Registration by contacting the Maui Nui District Office at 808-244-3724 or Pack and Staff must register no later than March 20st by 4 pm. **Cost is \$20 per Scout/\$5 per adult.**
- Campsites:** Campsites will be assigned by the number of campers registered.
- Parking:** Parking in designated areas only. No vehicles in campsites!
- Rec Vehicles:** Due to parking limitations, no RVs, camper trailers, pop-up trailers, and toy haulers are allowed in the camping area.
- Camp Safety Rules:** All Scouting regulations will prevail as noted in the "Guide to Safe Scouting."
- Leave No Trace:** All participants should practice the principles of Leave No Trace while attending the District Camporee.
- Scout Uniform:** Participants are authorized to wear the **activity uniform** for all flag ceremonies, games, and activities periods.
- Fires:** **Open campfires are not allowed in campsites.** Propane stoves are permitted.
- Water:** Water is available at water spigots in the camping area. Units should bring water containers to transport water to campsites.
- Equipment:** Bring necessary equipment for camping and events, including the Scout Basic Essentials.
- First Aid:** A First Aid Station will be provided at the Camporee at the main tent.
- Trash:** Units are asked to pack out their own trash or use the dumpsters on site.
- Restrooms:** Restrooms are provided throughout the camp and activities areas.
- Check in/out:** Saturday check in will be from 2:00 pm to 4:00 pm. Sunday afternoon checkout will be from 3:00 pm to 4:00 pm. After campsites have been inspected and a staff member checkout slip is returned, Troops will receive their final paperwork. Vehicles may not be in the camping area drop-off point until 3:00 pm on Sunday. **All units must depart the campgrounds by 4:00 pm on Sunday. (No exceptions.)**
- Early Checkouts:** Troops should contact the Camporee staff for camp inspection before an early checkout.

Outdoor Code

As an American, I will do my best to-
Be Clean in my outdoor manners,
Be Careful with fire,
Be Considerate in the outdoors, and
Be Conservation-minded

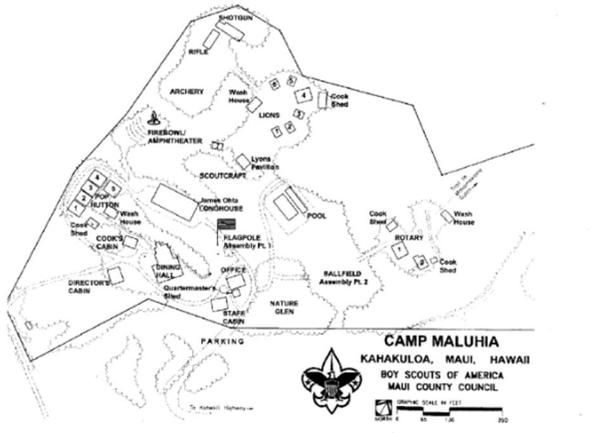


MAP and DIRECTIONS

CAMP MALUHIA

3450 Kahekili Highway, Wailuku, HI 96793

This is the “mailing address” the camp entrance is 1/2 mile past the mail boxes,
Maui County District Office: (808) 244-3724



Directions to Camp Maluhia

From Kahului

1. Head **northwest** on **Kahului Beach Road**.
2. Turn **right** onto **Waiehu Beach Road**.
3. Turn **right** onto **Kahekili Highway**.

From Wailuku

1. Head **north** on **Market Street**.
2. Continue as it becomes **Kahekili Highway** just past Happy Valley.

Continue to Camp

- Follow **Kahekili Highway** for **approximately 5 miles** toward **Kahakuloa Village**.
- Just before **Mile Marker #7**, look for **Mendes Ranch on the right**.
- The **Camp Maluhia road will be on the left**, marked with a **red and white Camp Maluhia sign**.

Entering the Camp Road

1. Turn **left onto the camp road**.
2. Pass through the **sliding chain-link gate** (*locked between 7:00 PM and 7:00 AM*).
3. Continue **up the road for about 1 mile** to the **camp entrance**, marked by:
 - **Yellow gates**
 - Another **Camp Maluhia sign**

The entrance is **directly below the Waihe'e Ridge Trail parking lot**.

⚠ **Speed Limit: 15 MPH**

Watch for **hikers and tourists**, as the road is narrow and undivided.

Parking

1. Enter the **outer parking lot** and continue to the **inner parking lot**.
2. Look for a **second set of yellow gates** and a small **"Camp Maluhia" sign**.
3. **Back into parking stalls and park facing out**.