



OCTOBER 17 – 19, 2025
INGERSOLL SCOUT RESERVATION
LONDON MILLS, ILLINOIS

Scouting  America.
W. D. Boyce Council

Gie It Laldy!

(Do Your Best)

Camporee Chief's Minute

Welcome to another Fall Camporee of games! If you took part in last year's Scout Olympics, you already know how fun Scouts find these events to be. This year's W. D. Boyce Council Fall Camporee – **open to AOL Scouts, as well as Troops and Crews** – will introduce many to **Scottish Highland Games**. This Camporee will be held on:

October 17: Check-in begins at 4:30pm / Set up Camp

October 18: All Day & Evening Program

October 19: Interfaith Service & Awards 8am / Departure 9am

Ingersoll Scout Reservation transforms into the Scottish Highlands, honoring and enjoying many traditional games, and a few new ones we've added. We'll have a mixture of Scout-skill tests, group challenges and physical contests. The emphasis on this Camporee is fun, teamwork, and sportsmanship.

Camporees are a chance to join in on one of the oldest traditions in Scouting America history. Council level gatherings provide an opportunity to match skills with other scouts within the W. D. Boyce Council.

Likewise, the Highland Games have their origins in ancient Celtic traditions, evolving from clan gatherings and military exercises. Initially, they were held to select the strongest warriors. The games included competitions for pipers, dancers, and entertainers, reflecting the cultural significance of the Scottish Highlands.

And because the Highlands can be chilly ... we will hold a **warm clothing drive as our Camporee's service project** for non-profit groups serving the homeless and needy. See the details later in this guide.

If you have any questions or concerns, please feel free to contact us at wdboycecamporee@gmail.com. We will do our best to help however possible.

Yours in Scouting,

Eric Hoadley, Council Vice President of Program

Barb Murphy, Crossroads District Executive

Camporee Information

Registration

Registration for the 2025 Fall Camporee is open and will take place **online only**.

- Registration closes at **11:59 p.m. on Friday, October 3**. The cost to attend the Camporee is:
 - \$20 per person – Scout BSA Youth or Adult
 - \$15 per person – AOL Youth or Adult
- **Late registration** will be available starting **October 4 and will close at 11:59 p.m. on Friday, October 10**. The fee for late registration will be an additional \$10 per person.
- **You must also register the Arrow of Light Scouts, and the Adult AOL Leaders who will be attending with the AOL Den you are hosting** (so check with them first).
- **Individual AOLs (w/parent or leader) who register to attend without a patrol will be assigned to a patrol before or at the event.**

Be prepared to enter the quantity of Troop Youth and Troop Adults from your unit who are attending Camporee when you register.

Troops are encouraged to invite AOL Dens to the Camporee. While they cannot participate in .22 rifle shooting, the archery range will be open to them. Otherwise, all other events are AOL-friendly.

Rosters

When registering online, please enter all participants (both Troop and AOL Scouts and Adults) that will be attending. At check-in, we will be looking at that roster to verify attendance. If your online registration isn't accurate and more Scouts from your unit are attending, you will need to turn in a paper copy with all the information that the roster requests (name, address, phone, age, etc.) and pay the additional fees in person by check at registration. A printed sheet from Excel, Scoutbook, or some other similar format is acceptable.

Clan Registration Form

Every Patrol will be a Clan for this Camporee and needs to turn in the Clan registration page when your unit turn in your rosters. The form is found in the back of this guide.

Medical Forms

All participants (adults and Scouts) must have a completed BSA Annual Medical Form Part A & B. Part C requiring a doctor's signature is **not required**. In case of an emergency, all leaders in camp should know where the forms are located and make them readily available to Camporee staff upon request.

AOL Participation

This Camporee is ready-made to acquaint AOL Scouts with your troop. We highly encourage Scouts BSA to spend time with the Arrow of Light Scouts and encourage them to participate in all campsite activities

(setting up camp, cooking, clean-up, camp games, & etc.)

Arrival and Check-In

Do **not** arrive earlier than 4:30 pm on Friday, October 17. After your vehicles are parked (see Parking Information in the next section for guidelines) and while camp is being set up, please have an adult come to the RMS Lodge to check in with complete rosters, Clan registration forms, and final payments. Please check in between 4:30 and 9:00 pm.

SPL/Scoutmaster/AOL Leader Meeting & Cracker Barrel

This meeting is important, so Senior Patrol Leaders, Scoutmasters, and AOL Leader should attend. It will be held on Friday night at 9:30 pm at the RMS Lodge. This meeting will cover any last-minute changes pertaining to the Camporee program, as well as answer any questions.

A Taste of Scotland

Between Saturday's program and dinner, everyone is invited to an informal gathering to see, hear and taste Scottish treats. Conveniently located across from campsites at the Climbing Tower Pavilion, we'll have a variety of features to interest everyone!

Evening Program

After Saturday night's dinner, we will offer a variety of activities in the Climbing Tower area, including:

- Gaga Ball
- Four Square in the Air
- Maide Lessig (see below)
- Tug-of-War
- Night Zipline

In the time allowed for Evening Program, we have spots for only 60 Night Zipline participants. Camporee staff will award Night Zip Wrist Bands to the Clans judged to be showing the greatest Scouting Spirit – in engagement, enthusiasm, participation in the Tartan and Flag & Yell competitions and more.

How will we judge your Scouting Spirit?

- Overall Enthusiasm at Saturday Stations
- Participation in Tartan Competition
- Flag & Yell Participation
- Warm Clothing Drive Donations

Maide Lessig – Pronounced “made leash,” this is a tussle of strength and balance performed while seated on the ground. Opponents face one another with the soles of their feet firmly pressing against each other. They then attempt to raise their competitor off the ground with a stick held in both their hands. The world's oldest Maide-Lessig competition takes place annually at the Highland Games on the Isle of Lewis.

Interfaith Worship Service & Awards

A Scout is Reverent. We will hold an interfaith worship service in the Centennial Chapel after Sunday morning breakfast. A collection for the World Scouting Fund will be sought, so please alert your Scouts so they might bring a donation, if preferred. We will give out Camporee Awards immediately after.

Emergency Procedures

ISR's *In Case of Emergency* document will be included in your registration packet. Emergency evacuation shelters will be assigned at registration and reviewed during the SPL / Leader meeting Friday night.

Camp Rules and Guidelines

Camp Code

The Scout Oath and Scout Law are always the camp code. Behavior contradictory to the Scout Oath and Law may result in an individual, or an entire Troop, being asked to leave the event.

Scout Spirit

Scout Spirit is the core of everything we do as Scouts and Scouters. It is the embodiment of the Scout Oath and Scout Law, and it is the cheerful and positive attitude in all we do. Scout Spirit is the beacon that sets Scouting apart from other youth programs. It is an expectation that all those participating in the W. D. Boyce Council's Fall Camporee be ambassadors of the Scouting Spirit in all we do.

Buddy System

We ask that everyone remains vigilant regarding Safeguarding Youth. The buddy system will be used all weekend. Pairs for safety. Adult/leaders should be notified before Scouts leave the campsite. Adult leaders are accountable for their Clans/Troops. All attendees should stay in the assigned areas for the event.

Camping

All participants will camp in the large field across the road from the Climbing Tower. Units are encouraged to invite AOL Scouts and leaders to camp with them. AOL Scouts with leaders unattached to any troop or crew may also camp in this area.

Equipment

Troops/AOL Dens should bring their own tents and personal gear. Units will be responsible for their own meals, so plan accordingly.

Uniform

The uniform for a Camporee is the BSA Field (Class A) Uniform. The Field Uniform is expected for all Scouts and Scouters during registration, flag ceremonies and non-denominational religious service. The Activity (Class B) Uniform can be worn during campsite set up, competition, and meals. Please stay aware of the weather for Camporee weekend. It is the responsibility of the Troops to have appropriate clothing on hand, as well as a change of uniform if necessary.

Troop Flags

Each unit is expected to have their flag at the Camporee to help identify themselves and show Scout Spirit.

Emergency Medical Service

The Camporee will have a Medical Officer on site for first aid situations. Scout specific medication and other medical issues should be handled within the Troop. Each Troop should also be outfitted with a campsite first aid kit that is centrally located.

Parking

Parking for all vehicles and trailers is allowed only in the RMS parking lot. Units may temporarily park near the camping area to unload vehicles/trailers – as long as you do not block the road. Please plan to quickly unload gear near the road, move vehicles to the RMS parking lot, and THEN return to set up camp.

Cooking/Meals

It is each Troop's responsibility to provide all meals and snacks for themselves, except for the SPL cracker barrel Friday night. We encourage planning an easy-to-prepare lunch for Saturday due to time constraints. Each Troop is responsible for the cleanliness of their campsite and for packing away their own trash after the event. Staff may eat with their units or can eat with staff in the RMS.

Food Storage

Each Troop is responsible for supplying their own secure food storage containers.

Garbage

All trash must be put into trash bags and removed from the Camporee site. **Pack out all trash!** You may only use the dumpsters at the Ranger Maintenance Area if they are not already full.

Fires

In the camping field on Friday and Saturday nights, ISR fire pits will be used for warming areas. **Units should not plan on bringing their own firepits.** Propane stoves and grills for meals, or charcoal for grilling or Dutch Oven cooking will be allowed if a metal tray is used for containment. All these sources of flame should be clearly marked and away from tent areas.

Pressurized Fuel

Pressurized fuel lanterns and stoves are allowed but must be operated by Scouts with proper training. Adult supervision must also be trained. All fuel must be properly stored, and away from tents. Optional adult training will be available during the Camporee. See the schedule.

Alcohol, Drugs

Alcohol and illegal drugs are simply not allowed. Period.

Sheath Knives

Sheath knives are not permitted on Council property or at any Council activities.

Transportation

When transporting Scouts in vehicles, they must be in proper passenger seats and always wearing seat belts. Riding in the back of trucks or on tailgates is prohibited.

Create Your Own Clan

The history of Scottish clans is rich and complex, rooted in ancient Celtic, Norman-French and Norse traditions. Clans were originally composed of everyone living on a chief's territory, and their organization evolved over time due to migration and changes in clan boundaries.

The clan system has played a significant role in Scotland's development, with clans often associated with epic tales, historic heroes, and battles. Today, clans are celebrated as a vital part of Scottish heritage, with events like the annual Clan Gathering in Edinburgh showcasing their cultural significance.



Make or Wear Your Own Tartan Contest

Historically, each Clan has its own unique tartan. Show the staff the best Scout-appropriate version of a Scottish Tartan you can come up with. How you wear / display it is up to you! You're urged to wear them as much as possible during this Camporee. We do not suggest that you go out and purchase kilts. Go to a fabric store and buy a roll of fabric. Also...Please wear shorts underneath your kilt!! Tartans count toward showing your Scout Spirit!

Tartan skirt (female)

Tartan kilt (male)

Tartan sash

Tartan scarf / headband

Tartan tam o'shanter



Flag & Yell

Here you and your Clan will show off your flag and yell, at Saturday morning's Opening. We only ask that you make it FUN, keep it theme-related and Scout appropriate. Having a Flag & Yell count toward showing your Scout Spirit!

Schedule — Based on the number of participants, we will place Scouts into groups with a schedule to rotate through stations. This will be distributed at the SPL / Leader meeting on Friday night.

Friday	
4:30 PM	Arrival and setup. Please do not arrive before 4:30 p.m.
4:30 PM - 9:00 PM	Check-In @ RMS Lodge (turn in roster)
9:30 PM	Scoutmaster/SPL Cracker Barrel at the RMS Lodge
11:00 PM	Lights out / all quiet
Saturday	
6:30 AM	Reveille, Breakfast at campsites
8:30 AM	Flags/Opening/Safety Briefing at Sinclair Pavilion (Class A required)
9:00 AM – 12:00 PM	Morning Event Time • 9:00 AM – 9:40 AM: Station 1 • 9:45 AM – 10:25 AM: Station 2 • 10:30 AM – 11:10 AM: Station 3 • 11:15 AM – 11:55 PM: Station 4
10:30 AM	Adult Leader Koffee Klatch at the RMS Lodge w/Ben Blumenberg
12:00 – 1:00 PM	Lunch at Campsites
1:00 PM – 4:00 PM	Afternoon Event Time • 1:00 PM – 1:40 PM: Station 5 • 1:45 PM – 2:25 PM: Station 6 • 2:30 PM – 3:10 PM: Station 7 • 3:15 PM – 3:55 PM: Station 8
4:00 PM – 5:00 PM	A Taste of Scotland – Climbing Tower Pavilion
4:30 PM	Scorecard & Evaluation Form Turn-In at RMS Lodge
5:00 PM	Dinner at campsites
7:00 PM	Evening Program – Climbing Tower Area
11:00 PM	Lights out / quiet time
Sunday	
6:30 AM	Reveille, Breakfast at campsites
8:00 AM	Interfaith Worship Service / Campsite Awards – Centennial Chapel
9:00 AM	Police your area, break camp; safe travels going home!

Highland Games Events

Each event description will be an accurate overview of the task to be completed in the competition. Target type and count as well as round count may be adjusted depending on the total number of participants and the supplies on hand. If changes are made to any of the competitions from what is described below, the scoring card for that event will reflect the change, and the changes will be described in detail by the event staff before the competition begins. **Please note that Arrow of Light Scouts cannot participate in .22 rifle shooting, however the archery range will be open to them.**

STATION 1 (Clans must choose ONE of the two activities)

.22 Rifle Shoot – (Not Available to AOL Scouts) - Clan participants will be provided with an RSO, range masters/instructors, .22 rifles, .22 caliber ammunition, shooting bench, seat, targets, and a 5 round familiarization shoot to acquire their site picture. Participants will then be presented with a regulation target to score the highest point total possible using the 5 rounds provided for scoring. The Clan total score will be the mean score of its combined shooters.

****AOL**Archery Range (in place of Rifle Range)** – Clan participants will be provided with an archery range master/instructor, a recurve bow with target point arrows, a BSA regulation archery range, regulations competition targets, and a 3-arrow familiarization round of shooting. Participants will then be given 3 arrows with which to achieve the highest possible score. The Clan total score will be the mean score of its combined shooters.

STATION 2 (Clans will do both of the activities)

Tomahawk Throwing Range – Clan participants will be provided a tomahawk range master instruction, throwing tomahawks, a BSA regulation tomahawk throwing range, competition targets, and a 3-throw familiarization round. Participants will then be given 3 tomahawks throws with which to achieve the highest possible score. The Clan score will be the average of its combined throwers.

Two-Handed Saw – Each clan will cut through a 6” diameter log using a 2-man crosscut saw. Each member of the clan must take a turn. The clan time will be the combined time of all cuts divided by the number of cutting teams.

STATION 3 (Clans will do both of the activities)

Obstacle Course – Clans will perform a series of skills as quickly as possible. The clan score will be the combined time of all participants divided by the number in the clan.

Hammer Throw – Wherever this tool was used - smithies, quarries, or farms - men diverted themselves by throwing the wooden shaft sledgehammer. We'll be using a replica that will be tossed for distance. Ours will be a tether ball attached to a handle. Each member starts in a throwing circle to twirl (optional) and throw the hammer without stepping out of the circle. After a 2-throw familiarization round, you'll then get two throws with which to make the highest score possible. The clan score will be the combined distance of all the best throws divided by the number in the clan.

STATION 4 (Clans will do both of the activities)

Haggis Hurling – Haggis is a traditional Scottish dish that is normally eaten, not thrown. It is sheep's pluck (heart, liver, and lungs), minced with chopped onion, oatmeal, suet, spices, and salt, mixed with stock, and cooked while traditionally encased in the animal's stomach.

Sound squishy? The closest we can come to that is cornhole bags! Earn 3 points for landing on the board and 5 for each holed bag. A clan score will be the combined score of all the best throws divided by the number in the clan.

Let There Be Fire – There will be 2 strings tied between 2 poles, one at 8 inches and one at 12 inches off the ground. Each Clan can bring any NATURAL kindling for fire-starting purposes. This is to be a test of proper fire building. The fire lay must not go above the lower string at any point in the competition or a 5-second penalty will be assessed. The method of lighting the fire may vary from matches to fire by friction (no gas lighters). This is a timed event.

Extra points will be awarded for:

Fire by Friction: +15

Flint and Steel: +10

Other Methods: +5

*(EXCEPT lighters/
Matches)*

STATION 5 (Clans will do both of the activities)

Caber Toss – The caber toss is a traditional Scottish athletic event involving the tossing of a large wooden pole called a caber. It is usually made from a Larch pine tree, is 19 feet 6 inches tall and weighs 175 pounds. Ours will not be as long, heavy or solid!

We will have two PVC cabers and the judges will assign the smaller one to younger/smaller Scouts. Participants will be required to stand the pole up, lift it from the bottom and hold it upright. Then with forward motion flip the pole trying to land it as straight as possible.

We will use a clock face for point calculations. Always assume the Scout flips the caber from the 6 o'clock position; if the pole lands at 12 o'clock, the Scout earns 20 points. For each "5 minutes" off straight (i.e., 1 o'clock, 11 o'clock, etc.), a two-point deduction will be made. A clan score will be the combined score of all the tosses divided by the number in the clan.

Braemar Shot Put – Historically, the Braemar Stone Put stems from a common practice by early Highland Chieftains who kept a large stone outside their gatepost and challenged the throwing arms of every visiting clan's warriors. Clan members will throw a stone from a stationary position (no running approach allowed) for distance. Each clan member will get one practice put, then three puts but only the longest put counts. A clan score will be the combined distance of all the best puts divided by the number in the clan. We have smaller stones for smaller/younger Scouts.

STATION 6 (Clans will do all three of the activities)

Sheaf Toss – Traditionally, competitors try to use a very sharp and pointy pitchfork to throw a sheaf (a bundle of straw) over a high bar. But for our competition, we will use a pole and a bag filled with ... mysterious contents ... and the tosses will be for distance. From the starting line, each clan member will use the pole to lift the sheaf up and launch it as far as possible without stepping over the start line. After a 3-throw familiarization round, you'll then get three throws with which to make the highest score possible. The clan score will be the combined distance of all the best throws divided by the number in the clan.

Farmer's Carry – The competitor picks up two weights, one in each hand, and walks around a series of pylons (figure eight). The entire clan will line up single file; the first member carries the weights around the course, sets them down, moves to the end of the line, and the second picks up the weights and starts to move again. This is a timed event for all Clan members, with the total time divided by the number in the clan for a final time.

Log Drag – Practice that timber hitch, because it may come in handy. The Scouts run to the log and tie a timber hitch to one end of the log and a bowline to the other end of the rope. Three Scouts get inside the bowline and drag the log across the line. This is a timed event for the clan; four members should participate. Your best knot-tiers!

STATION 7 (Clans will do both of the activities)

Wellie Throw – Wellies (Wellington boots) are ubiquitous in Scotland. High-topped rubber boots are almost *de rigeur* for any Highland wardrobe! From a standing position, clan members will wing a Wellie for distance. After a 3-throw familiarization round, you'll then get three throws with which to make the highest score possible. The clan score will be the combined distance of all the best throws divided by the number in the clan.

Sack Race– This event may not be among the more famous of the Highland Games events, but sack races are often included. In this classic race, clan members will hop their way along a course set by the volunteers running this station, with the total clan time divided by the number of clan members.

STATION 8 (Clans will do all three of the activities)

Golf – Scotland is the home of golf, so OF COURSE we will ask you to show off your golfing skills. Each clan member will use a real golf club to hit whiffle golf balls into a target area. After a 3-shot familiarization round, you'll then get three shots with which to make the highest score possible. The Clan score will be the average of its combined shots.

Mead Tossing – Did we catch your attention? Ha! We'll be replacing the mead with root beer and the only tossing allowed will be down Scouts' gullets!

This is an 8-Scout relay, so clans with fewer than 8 will have some Scouts go twice. Run from the starting line to a location with a baseball bat. Stand the bat on the ground, place your forehead on the end of the bat and complete five revolutions. Return to the start, drink 8 ounces of root beer and then write your

name. Each clan member repeats this process. Scored by total clan time.

Event Scoring

Each event is scored independently, and awards will be awarded to the top three Clans in each event. No overall Camporee awards will be given.

Warm Clothing Drive – Do A Good Turn!

During registration, we will hold a warm clothing drive for different organizations in the communities we serve. We will specifically benefit the Peoria Rescue Ministries (Peoria), Home Sweet Home Ministries (Bloomington), and A Servant's Heart (Ottawa).

Bring warm clothing donations to receive Scout Spirit points for your Clan! Bring more items than you have Scouts in your Clan and receive double points!

Warm clothing items sought include:

- Warm Socks
- Gloves
- Fleeces
- Blankets
- Stocking Caps

Coffee Klatch

This activity will be held on Saturday at 10:00 AM at the RMS Lodge. This is an open-ended meeting and is for adults in your Troop. It is a time to hear any news from the Council, discuss Scouting topics, and ask questions.

Come and enjoy some coffee and a light snack. In the process, you will earn each of your Clans **15 points** toward their final score.

Camporee T-Shirt - Pre-order Only

Remember your trip to the virtual Highlands by ordering this awesome Camporee T-shirt with your registration. Orders will be fulfilled at the Camporee check-in. **We will not be ordering extra shirts** for purchase at the Camporee.

Adult sizes only. \$17.50 each, add \$2 for 2X and \$3 for 3X.

T-shirt orders must be placed by 4pm on September 22, 2025, to ensure on-time delivery. Order shirts during your online registration. If placing a shirt order before completing unit registration (late registrations are due October 15), contact lisa.marz@scouting.org to confirm order placement.



Ingersoll Scout Reservation

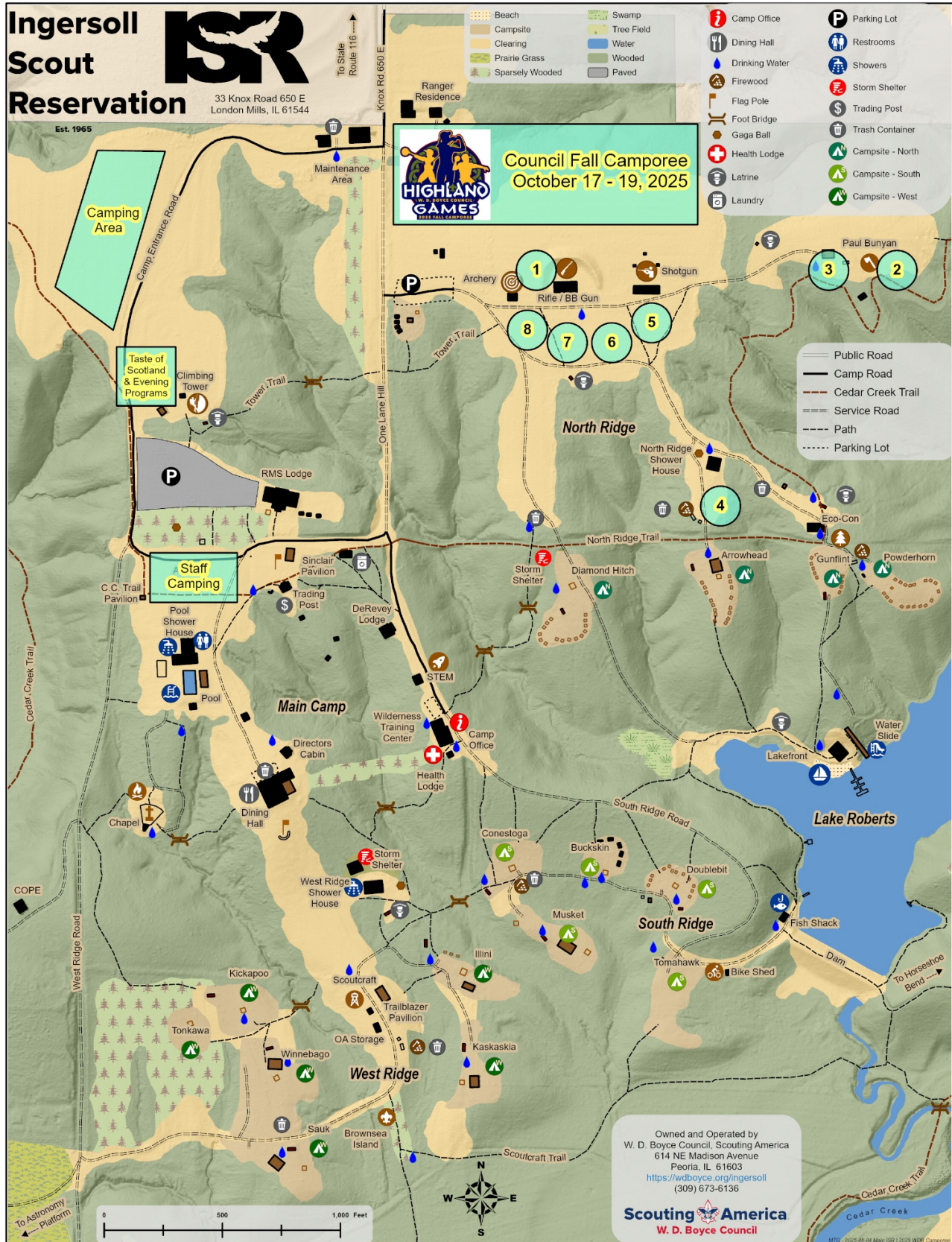


33 Knox Road 650 E
London Mills, IL 61544

Est. 1965



Council Fall Camporee
October 17 - 19, 2025



Clan Registration Form

Troop # _____

Clan 1 Name: _____

Clan Patrol Leader: _____

How Many Clan Members Competing: _____

Clan 2 Name: _____

Clan Leader: _____

How Many Clan Members Competing: _____

Clan 3 Name: _____

Clan Leader: _____

How Many Clan Members Competing: _____

CLAN ROSTER

Event _____

Dates: From _____ To _____

Unit # _____

District _____

Name	Address	Phone	Rank	Age
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				
9.				
10.				
11.				
12.				
13.				
14.				
15.				
16.				
17.				
18.				
19.				
20.				16
Adult Leaders (2 minimum)	Address	Phone	Position	Gender

Please evaluate based on a 10-point scale, with 10 being the “best” and 1 being the “worst”. Circle the number you feel best represents your experience.

1	2	3	4	5	6	7	8	9	10
worst									best

[illegible]

1	2	3	4	5	6	7	8	9	10
worst									best

[illegible]

Is there anything to avoid doing again?

Is there something different you would like to see at the Camporees?

Thank you for your feedback!