

Fall Camporee

Pine Burr Area Council



October 24-26, 2025

HOSTED BY TROOP 97

GENERAL INFORMATION

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| 1. DATE | October 24-26, 2025 |
| 2. LOCATION | Camp Tiak, BSA
64 Camp Tiak Rd,
Wiggins, MS 39577 |
| 3. COST | \$15 per Scout and Leader (Includes program supplies and patch) |
| 4. CAMPSITE | Units will have a designated area to set up their troops camp site and cooking area. Campsites can be requested in your Blackpug registration but will not be guaranteed. Depending upon participation, campsites may need to be shared by multiple Troops. If you need a specific campsite due to necessary power requirements, please indicate that in your registration and coordinate through the Scout Office. |
| 5. VEHICLES | All vehicles will be parked in the designated parking area. Vehicles should not be moved until the closing of the event or without permission from the camporee director. |
| 6. UNIFORMS | All Scouts and Scouters should wear their field uniform when traveling to and from the event. The Class B uniform should be worn on Saturday during the events. |
| 7. LEADERSHIP | According to national policy, there must be at least two adults, both 21 years or older, per unit present at all times during the event. Both adults must be registered and have completed Safeguarding Youth training. |
| 8. FACILITIES | There will be restroom facilities available for the event. Units should come prepared with unit supplies. |
| 9. MEALS | Units will be responsible for cooking Friday Supper, Saturday Breakfast, Saturday Lunch, Saturday Supper, and Sunday Breakfast. |
| 10. EVENTS | Competitions are outlined on page 4. We will need 1-2 adults from each troop to participate as judges and to assist in overseeing events. |
| 11. AWARDS | First through third place award ribbons will be presented for each judged event. |
| 12. ARRIVAL/SETUP | Units should plan to begin arriving at 5:00PM. Unit Leaders should come prepared with a copy of the unit list, fees, and health forms. |
| 13. OVERVIEW | Patrols will be challenged in events and will be evaluated based on specific standards. There will also be instructional time during the event rotations. Patrols must have a Patrol flag which they will carry to all events. |

SCHEDULE

FRIDAY, OCTOBER 24

5:00 PM - 8:00 PM

- ARRIVAL AT CAMP TIAK
- CAMP SETUP

8:30 PM – 9:00PM

- SCOUTMASTERS AND SENIOR PATROL LEADERS MEETING AT CAMPOREE HEADQUARTERS

10:00 PM

- TAPS

SATURDAY, OCTOBER 25

7:00 AM- 8:30 AM

- REVEILLE
- BREAKFAST
- CHECK IN FOR LATE ARRIVALS AT CAMPOREE HEADQUARTERS

8:30AM - 9:00 AM

- GENERAL ASSEMBLY
- OPENING CEREMONY

9:00 AM - 12:00 PM

- PATROL COMPETITIONS

12:00 PM – 2:00 PM

- LUNCH

2:00 PM- 5:00 PM

- PATROL COMPETITIONS

5:00 PM - 6:00 PM

- FREE TIME

6:00 PM- 7:30 PM

- SUPPER

8:00 PM - 9:00 PM

- CAMPFIRE

10:30 PM

- TAPS

SUNDAY, OCTOBER 26

7:00 AM - 9:00 AM

- REVEILLE
- BREAKFAST

9:00 AM - 10:00 AM

- BREAK CAMP
- DEPART CAMP

PATROL COMPETITIONS:

*** After General Assembly, Patrols will have the ability to recheck their Pace count at the Pace count station. **All Patrols must bring a Patrol flag, compass, pen, and recommend bringing a Scout Handbook.** When ready, a Patrol will be given a sheet with Azimuths and Distances. They will follow this to each station. At each station, a different task will be given to them, from the list below. They will be required to complete each station. Upon completion of each task, the attending judge will stamp the respective place on their sheet. Sheets will be turned into the Camporee Judging Staff upon returning to the starting point. Failure to turn in sheets, or to complete all tasks, will result in that Patrol being removed from the judging and awards. ***

1. Topo Map Kim's Game – A Patrol is given (1) minute to look over a Topographical map with (10) symbols identified and numbered. After the end of one minute, the map is removed and the Patrol is handed a sheet of paper in which they have (2) minutes to write down as many symbols that they remembered, in the right order. Event is timed but can receive a score of up to (20).

2. Height Estimation Game – A Patrol arrives at the flagpole. Their task is to determine how tall the flagpole is. There are multiple methods that this can be accomplished. The Patrol determines their answer and submits it to the Station Judge. First, Second, and Third places will be established with the closest answers to the real height of the flagpole.

3. Width Estimation Game - A Patrol arrives at a point at the Lake. Their task is to determine how wide the lake is at that point. There are multiple methods that this can be accomplished. The Patrol determines their answer and submits it to the Station Judge. First, Second, and Third places will be established with the closest answers to the real width of the lake.

4. First Aid Station – Upon arriving at the station, the Patrol discovers a casualty with a sprained ankle. They must address the casualty and respond accordingly. Upon dressing the wound, they transport the casualty 25 yards to a collection point (without causing additional harm). Timed event.

5. Aquatic Rescue Station - Upon arriving at the station, the Patrol discovers a "victim in the water". They must successfully throw a rescue line to save them. The object is to throw a line 30 feet into a hula hoop. They will receive (5) chances to "save" their victim. No Patrol member may throw more than once. Scores are derived from successful throws, in the shortest amount of time. Timed event.

6. The Leaking Backpack – At arriving at the station, the Patrol is briefed the story of the Leaking Backpack. Objects are distributed at different intervals down a trail. The Patrol walks the trail single file. No one is permitted to walk back once they have passed a certain article. At the end of the trail, the Patrol writes down and submits a sheet of

paper with every article that they saw. Points for correct answers and in the correct order.

7. Knot Tying Relay Race – At arriving at station, the Patrol has a relay race to tie the following knots: Square knot, Two Half Hitches, Taut Line, Bowline, Sheet bend, Timber Hitch, and the Clove Hitch. Timed event. The Clock starts when the judge says go and stops when all seven knots have been correctly tied. No Patrol member may tie more than two knots.

8. Chariot Race – At arriving at station, Patrols are given 3 poles and 3 ropes. They must lash the three poles together forming a triangle (chariot). Two Patrol members will drag the chariot with a third patrol member as a rider to a point 50 yards away. Upon reaching the away point, the rider now becomes a dragger and a new rider will ride back to the starting point. Timed event.

9. Bowline/Sheet Bend race – At arriving at station, 2 person teams, 2 ropes each team. Each person ties bowline around themselves, and ties sheet bend connecting the two. Each team lean back once completed. Time stops when all teams have completed task. Timed event.

10. Pocket Rope Competition. Patrols are given 2 minutes to plan, then 4 minutes to finish. On signal each patrol tries to make the longest “rope” they can with the things they have in their pockets or on their person. (belts, socks, neckerchiefs, shirts, etc.). Scoring: Longest “rope” wins.

Camporee will assist in completing the following requirements:

Tenderfoot – 3a, 3b, 3c

Second Class – 2f, 2g

First Class requirement – 3b, 3c, 3d, 4a, 6e, 7a, 7b,

Orienteering Merit Badge requirements – 3b, 4b, 4d, (1) of 7a.