

Mountain Man Camporee

Leader Guide



May 2-4, 2025

SKYMONT
SCOUT RESERVATION

Mountain Man Competitions

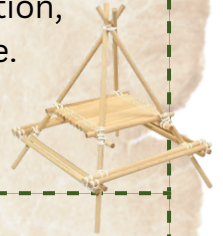


FIRE BUILDING

Patrols must burn through a rope by building and starting a fire using flint and steel or other primitive fire starting methods. Patrols may bring natural tinder, but no accelerants are permitted. Points will be earned based on time and fire starting method used.

BUSHCRAFT

Patrols must build a useful bushcraft camp gadget using proper knots, lashings, and pioneering skills. Points will be earned based on innovation, creativity, and technique.



ORIENTEERING

Patrols must navigate a timed course using orienteering and compass skills.



FIRST AID

Patrols must treat and transport a victim based on a provided scenario. Points will be earned based on appropriateness of care provided and time.

RANGE & TARGET SKILLS

Scouts will take aim at archery and tomahawk throwing.



PLANT IDENTIFICATION

Scouts will be tested on properly identifying the plants and trees found all around them at Skymont.



COOKING



Truly, the BREAD and BUTTER of the competition!



No, we mean it! Troops should bring ingredients to MAKE their own bread and butter in camp. Fire up the oven and start pumping that churn. Submit a sample for judging by Camporee staff!

Registration Information

This is a unit-registered event Troops will create a single registration that includes all Scouts and Leaders who will be attending. Additional participants can be added to the registration at any time until registration closes.

Register at: www.scoutingevent.com/556-MtnMan

Cost: Scouts \$25 Leaders \$15

(Regular price registration closes 4/27/25.

Late registration closes 4/29/25 and includes a \$5 per person late fee.)

Camporee Schedule

FRIDAY

5:00PM - 8:00PM	Arrival & Check-in
9:00PM	Scoutmaster & SPL Meeting
9:30PM	Staff Meeting
11:00PM	All Quiet on the Frontier!

SATURDAY

8:30AM	Opening Flag Assembly
9:00AM - 12:00PM	Stuff to do and what not
12:00PM - 1:30PM	Time for chow!
1:30PM - 4:30PM	More stuff to do
4:30PM - 7:30 PM	Set a spell and grab some grub!
7:30PM - 9:00PM	Campfire and Awards
11:00PM	Y'all hush up now, ya hear!

SUNDAY

8:30AM	Chapel Service
11:00AM	Y'all best git!

Arrival and Check-in:

Check-in will start at 5:00PM camp time.

Medical Forms (parts A&B) are required on all Scouts and Leaders attending the event. Per National Policy, all youth and adults participating in the event must be registered members of Scouting America.

Units will be allowed one vehicle at a time to transport trailers or gear to their assigned campsite. After dropping the trailer and gear, ALL vehicles must return to the parking lot. Mobility Passes will be available in the Admin building for persons needing transportation assistance during the event. The medic must approve all requests for a vehicle Mobility Pass.

Meals:

There is no food service provided at this event. Units should plan to provide all meals for their Scouts and Leaders.

First Aid:

Troops should have a first aid kit available in the campsite for tending to minor injuries or illnesses. A medic will be available in the Health Lodge for more urgent health concerns. Medications requiring special storage situations should be discussed with the medic during check-in.

DO's and DON'Ts

Safety rules to help enjoy our camp responsibly!

- ✓ Wear footwear with toe protection and ankle support.
- ✓ Travel on trails and paths carefully- -running is discouraged.
- ✓ Follow the *Guide to Safe Scouting* at all times.
- ✓ Practice *Leave No Trace* principles.
- ✓ Return all vehicles to parking lot after loading and unloading.
- ✓ Have fun!

- ✗ Tobacco, e-cigarettes, and vaporizers are allowed ONLY in the parking lot.
- ✗ Personal Firearms are NOT allowed on property.
- ✗ Designated areas are OFF-LIMITS except during approved programs.
 - Shooting Sports Ranges Climbing Tower
 - Aquatics Dock Kitchen
- ✗ Fires are limited to EXISTING fire rings.
- ✗ Outside firewood is NOT allowed.
- ✗ NO tree cutting.

